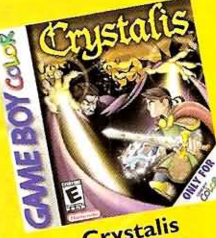


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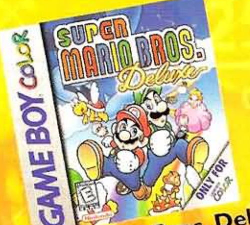




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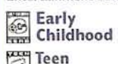


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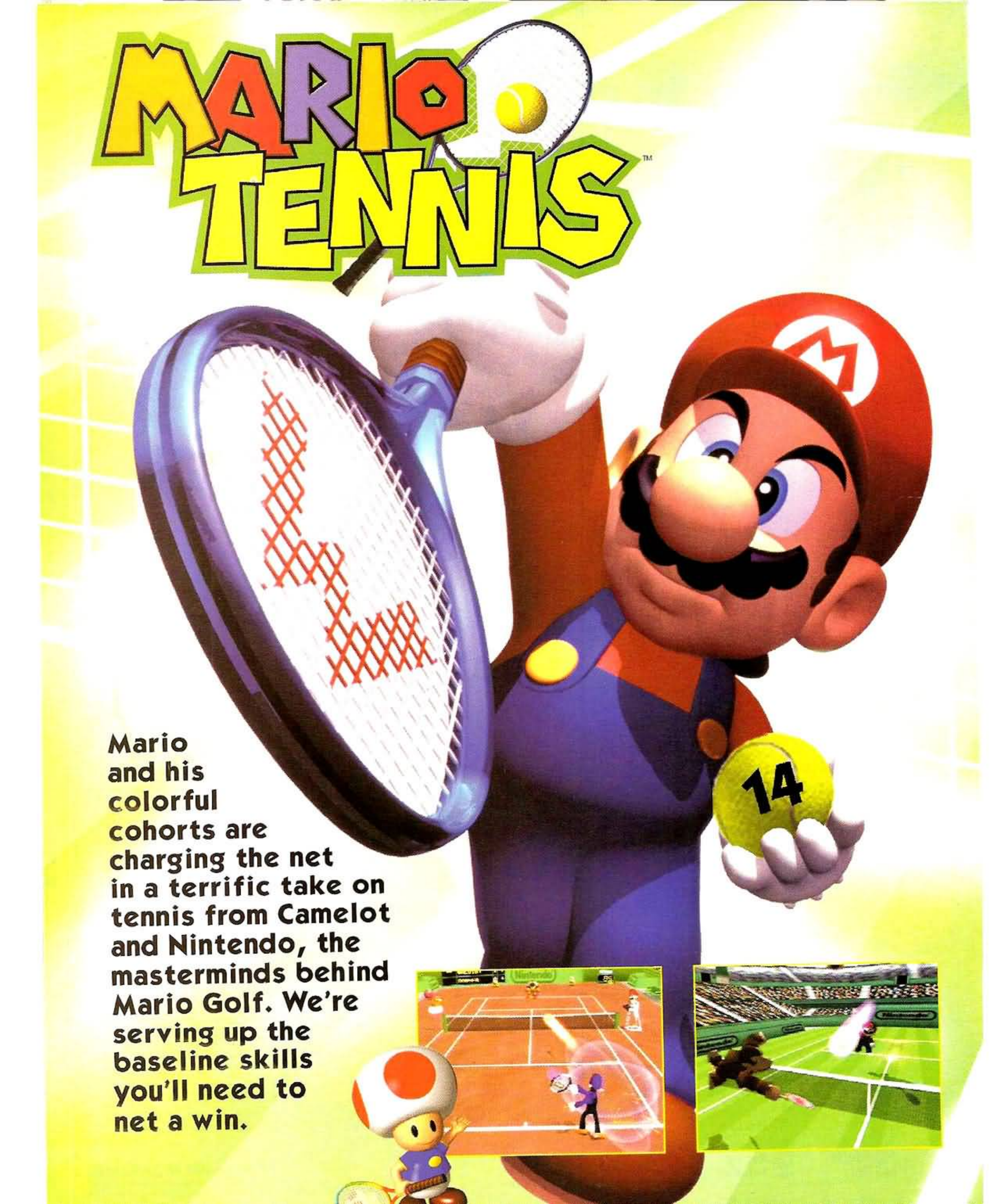






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The clang of clashing swords echoes across the continent of Zeteginia. Rumors and intrigue simmer in the castle courtyards of Palatinus. As Magnus Gallant, you'll need to put an end to the strife once and for all with a noble campaign against the Holy Lodis Empire. Study our battle plans to ensure a victory in Atlus's expansive RPG.

32 Rush 2049



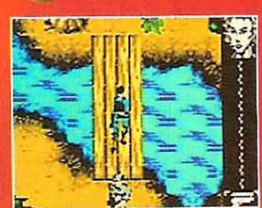
In the cities of the future, cars will fly through the sky—and then come crashing back down to earth. Midway's big-air racing franchise fast-forwards to the year 2049, an era of weird architecture and lead-footed commuters. We'll give you a preview of the high-octane action you can expect some 50 years down the road.

50 Disney's Donald Duck



Sure he's cranky. You would be, too, if you had to wear that blue hat your entire life. Ubi Soft is preparing to send Disney's most important bird on a flipper-punishing trek through a gauntlet of cartoonish chaos on the N64. Don't ruffle your feathers—we'll give you a preview at Donald's doings.

84 Perfect Dark



There's alien conspiracy afoot on Game Boy Color. Developers at Rare are transferring all the high-tech action from their N64 masterpiece into a pocket-sized adventure. Our preview will shed some light on the situation before Joanna Dark comes to a small screen near you.

player's pulse

We've always known that our readers were among the most avid gamers around. What we didn't know was how closely you were paying attention to the subtleties of your games. We asked for game character crossovers, and your impressive responses set the record straight.



Daniel Miller • Peoria, Illinois



In response to Write Away, Right Away, there is a Mario cameo appearance in Pilotwings 64. In one of the stages, Mario's face appears on Mount Rushmore. If you hit it, it turns into Wario's face! Cool, huh?

Anonymous
Via the Internet

Kelly DiCesare • Rochester, New York

Anyone who has beaten Donkey Kong Country 2 can see Mario, Yoshi and Link in Cranky's Hall of Fame.

Josh Hughes
Wetumpka, AL

In The Legend of Zelda: Ocarina of Time, after you talk with Princess Zelda, if you look in the windows at the sides of the garden, you can see some of the Nintendo characters like Mario, Bowser, Toad and others. If you chuck a bomb at the pictures, a guard will come in and throw it right back. It's really neat.

Aaron Herman
Lindsay, ON

I noticed Conker in Banjo-Kazooie. He is in the four-bed cabin, above one of the top-right beds in Rusty Bucket Bay.

Ian McNair
Via the Internet

In The Legend of Zelda: A Link to the Past for the Super NES, there is a house in the village in the Dark World with a picture of Mario hanging on the back wall. If you pull on the picture, four rupees will pop out. This works only once, though.

John Walaski
Via the Internet

There are many cameo appearances that are obvious for some, but others don't even realize it. In Zelda 64, you can buy a mask that looks a lot like Pikachu's face. Another connection involving Pokémon is Blastoise. I can't believe no one has said anything before about whom he looks like. Look at him—he's large, got big arms, a shell and just look at his face. Now just color him green and put some spikes on his shell...and bingo! You got Bowser!

Niko
Valley Stream, NY

Your character crossover sightings are certainly creative, Niko. The Keaton Mask in Ocarina of Time may be yellow and black and have pointy ears, but the Keaton is actually a fox with three tails. And Blastoise as a reincarnation of Mario's nemesis? You may be on to something, but for now we'll just have to say that the truth is out there.

In the beginning of Donkey Kong 64, just outside of DK's shower you will find a picture of Banjo and Kazooie.

Tommy D
Via the Internet

There are plenty of special showings in The Legend of Zelda: Link's Awakening DX. Goombas and Piranha Plants from the Mario Bros. games infest dungeons throughout the whole game. Kirby shows his evil side, unfortunately, and tries to suck you up in the seventh dungeon, the Eagle's Tower. The orb that you use to destroy the pillars in the Eagle's Tower looks amazingly like a Poké Ball from Pokémon Red, Blue and Yellow, too.

Kory Pedersen
Fremont, CA

I was playing the Ruins on Perfect Dark when I noticed something. The Callisto NTG is really just a big Ocarina of Time!

Anonymous
Via the Internet

It may look like on ocarina, but the Callisto NTG plays a tune few people would describe as music to their ears.

In Super Mario RPG for the Super NES, Link can be found sleeping peacefully in a hotel, which raises the question: What's with

Hattie Stroud • Bloomfield Hills, Michigan

Background Art: Jason Bitterman • Woodbridge, Connecticut

the bubbles coming out of his nose?

Anonymous
Via the Internet

Not only is Link in Super Mario RPG, but Samus from Metroid fame is also hidden in the game. As for your question, do you really want to know?

In F-1 Race for Game Boy, after you win a race, Toad waves to you.

Bobby Roos
Via the Internet

When you beat level 10, height 5 of Tetris for the NES, a whole truckload of NES characters cheers you on. They include Mario, Link, Samus and a host of others. Also, in Pokémon Red, Blue and Yellow, when you go into Celadon Department Store, Ash plays a Mario video game. Not only that, but he owns a Super NES.

Adam Teles
Via the Internet

The "host of others" in Tetris includes Donkey Kong, Peach, Luigi and Bowser.

You asked if anyone had seen cameo appearances of characters from one game in another. I have. In Resident Evil 2, there is a poster of young Link playing the ocarina located in the library of the R.P.D. building. It's close to the area where you light the fireplace to get the red ruby.

William Jones
Via the Internet

On the Super NES, the Arwing appears in Stunt Race FX. The N64 has recently exploded with cameos. Yoshi is in Super Mario 64, Peach's castle appears in one of the Mortal Kombat games and Donkey Kong Mode is available in GoldenEye 007.

Ed Price
Anaheim, CA

Nothing gets past you, does it, Ed? It wasn't much of a surprise to see Yoshi hanging around Mario's haunts, but the thought of Peach living in the same neighborhood as Johnny Cage and Sub-Zero makes us raise an eyebrow. Are you sure about that one?

Power Outage

Hey you guys! There was something wrong with your Power Awards. I noticed on your nominations on page 97 of Volume 130, you have a Best Update of a Classic category. On your winners list, that category is never mentioned. I want to know who won it.

Jim Dunn
Fort Wayne, IN

Uh...It was stolen from the same truck as the Oscars were? The Nintendo Power Awards academy is shocked and appalled and apologizes for the oversight. And now, without further ado, the winner of The Best Update of a Classic category was Super Mario Bros. Deluxe for Game Boy! The first runner-up was Gauntlet Legends for N64,



Pate Stamos • Sandy, Utah

and the second runner-up was Paperboy (N64). Speech!

Buggin'

I think you missed a very important nominee in the best minigame/mode category. The nominee you should have put in the category is the Big Bug Fun Club from Jet Force Gemini. The people at Rare obviously believe, like I do, that disco is not dead.

Joe Kopp
Farmington, MN

Disco...dead? Absolutely not! To prove to you that Nintendo is still doing the hustle after all these years, we signed disco diva Donna Summer to record the theme song to The Power of One, *the main feature behind* Pokémon the Movie 2000.

Most Annoying Omission

Hey NP! What happened to the silly awards from last year, like "More Annoying than the Spice Girls?" Those were my favorites!

Chris Polansky
Edison, NJ

We think you know the answer to that one, Chris. The Spice Girls' 15 minutes of fame had expired by the time we printed our awards nominations.



Steve Dobnik • Whitby, Ontario



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power charts

Tony Hawk pulled a slick maneuver on the N64 chart last month, but it wasn't enough to fend off Zelda and company for long. Link had a maneuver of his own for Tony, which put the princess, the Pokémon and the playboy back where they're most comfortable—in the top three spots.

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



After Tony Hawk's disturbance in the Force last month, we weren't sure what to expect this time around, but natural order seems to have been restored on the Power Charts.

2 POKéMON STADIUM



3 GOLDENEYE 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	4	20
2	POKéMON STADIUM	NINTENDO	2	3
3	GOLDENEYE 007	NINTENDO	3	44
4	DONKEY KONG 64	RARE	5	5
5	SUPER SMASH BROS.	NINTENDO	6	14
6	TONY HAWK'S PRO SKATER	ACTIVISION	1	2
7	JET FORCE GEMINI	RARE	8	8
8	WWF WRESTLEMANIA 2000	THQ	7	5
9	MARIO PARTY 2	NINTENDO	—	1
10	HARVEST MOON 64	NATSUME	13	5
11	POKéMON SNAP	NINTENDO	11	12
12	BANJO-KAZOOIE	RARE	18	24
13	SUPER MARIO 64	NINTENDO	20	47
14	STAR WARS: ROGUE SQUADRON	LUCASARTS	17	18
15	MARIO PARTY	NINTENDO	10	17
16	MARIO KART 64	NINTENDO	—	43
17	STAR WARS: EPISODE I: RACER	LUCASARTS	—	10
18	RESIDENT EVIL 2	CAPCOM	15	5
19	ARMY MEN: SARGE'S HEROES	3DO	12	8
20	GAUNTLET LEGENDS	MIDWAY	19	7

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)

The Pokémon Trading Card Game feels right at home on the Power Charts, and rightly so. Where else can you Card Pop! with your pals? But is it good enough to bump Link's Awakening out of its number-two spot? We'll see next month...

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3 POKéMON TRADING CARD GAME



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	21
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	88
3	POKéMON TRADING CARD GAME	NINTENDO	4	2
4	POKéMON PINBALL	NINTENDO	3	11
5	SUPER MARIO BROS. DX	NINTENDO	6	7
6	JAMES BOND 007	NINTENDO	5	28
7	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	—	90
8	ARMY MEN	3DO	7	2
9	DONKEY KONG LAND	NINTENDO	9	61
10	KIRBY'S DREAM LAND 2	NINTENDO	—	57

MOST WANTED



1. DOLPHIN
2. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
3. POKéMON GOLD & SILVER (GAME BOY)
4. BANJO-TOOIE (N64)
5. ZELDA: FRUIT OF THE MYSTERIOUS TREE (GAME BOY)
6. POKéMON PUZZLE LEAGUE (N64)
7. HEY YOU, PIKACHU! (N64)
8. GAME BOY ADVANCE
9. EARTHBOUND 64 (N64)
10. X-MEN: MUTANT ACADEMY (N64)

Kicked the Sidekick

Why didn't you guys include the category "Best Sidekick?" You know—Floyd (Jet Force Gemini), the Harvest Moon dog and all of the managers from WrestleMania 2000 (it's good to have a sidekick who can grab a chair and slam your opponent with it).

Derrick Blanton
Derby, VT

We had to draw the line somwhere with the Nintendo Power Awards categories, but we couldn't agree more about the importance of sidekicks. Does anyone really think that any of the superstars works alone? Could the Tick get anything done without Arthur? Laurel without Hardy? Mr. Roarke without Tattoo?

Don't Monkey with the Monkey

I am very disappointed at the Nintendo Power Awards results in the May issue. You hardly (well, actually, didn't) give Jet Force Gemini a speck of credit. I mean come on... Best Story? Wow! The whole game was good—better than some over-stuffed, big, fat, banana-eating gorilla. I just had to write this so I wouldn't be mad the rest of the day. Maybe playing Jet Force Gemini will cheer me up.

Christy Brandly
Upper Marlboro, MD

Huh? Not only did Jet Force Gemini, the bug-busting masterpiece that it is, steal the glory in the Best Story category, but it also was runner-up in no fewer than eight other categories. Plus it won the award for "Game That Should Be a Movie" at nintendo.com. From where we're standing, that's not half bad.

Logo a-Go-Go

I bought Perfect Dark the other day, and it is the coolest game ever. But I was wondering why there are end quotes (") at the end of the name Perfect Dark on the box and other places that display the logo.

Jared Andersen
Phoenix, AZ

The Carrington Institute is taking the fifth on this one, but if you ask us (and you did), we'd say they're just a cool-looking design.

Rupees Don't Grow on Trees

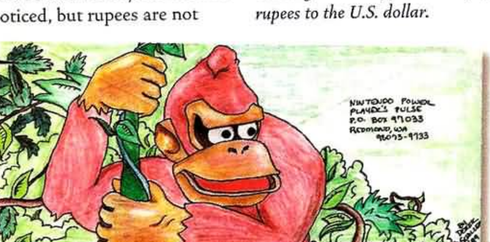
I don't know if anyone else has noticed, but rupees are not original. I have heard a lot of people say it's just because it's a funny spelling of rubies. That is not true. Rupees are a form of currency in Sri Lanka and India.

Anonymous
Via the Internet

Rupees have been in circulation much longer than the Zelda games have. For you diehard Zelda fans out there planning your trip to India as you read this, the current exchange rate is approximately 45 rupees to the U.S. dollar.

Angel Carela • Orlando, Florida

April Wamble • York, Maine



Derek Schiller • Janesville, Wisconsin

WRITE AWAY RIGHT AWAY!

Derrick Blanton was sad to see the "Best Sidekick" category go by the wayside in this year's Nintendo Power Awards. To make up for it, we're opening the pool of star sidekick contenders to any second-string character that has ever appeared in a game on NES, Super NES, Game Boy or Nintendo 64. Kiddy Kong? Kazooie? Or do you think Banjo is her sidekick? If you can think of a character who played second fiddle when his or her name should've gotten top billing, send it our way!

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UNTANGLING THE WEB

Welcome to our new department — Nintendo Power Online — the monthly magazine site that tells you what's new and what's happening on Nintendo's official websites. You're just one click away from total immersion in all things Nintendo.



Many of Nintendo's websites, such as pokemon.com, have new features appearing on a regular basis. NP Online will keep you connected with updates and news items.



In addition to Nintendo Power Online, readers should look for the NP logo that appears throughout the magazine. Whenever you see the logo, you'll be able to find more information about the game indicated if you log onto nintendopower.com.

www.nintendo.com

Whether you enter nintendo.com or nintendopower.com through your Internet browser, the result will be the same. You'll end up in the most comprehensive family of web pages created exclusively for Nintendo players and Nintendo Power readers. Studies have shown that more and more people these days get their news from online sources, but it's not easy keeping up on all the URLs and new sites that pop up like mushrooms overnight. And even the most sophisticated search engines can't tell you what to expect from a website. That's where Nintendo Power Online comes in. Every month you'll read about the new official Nintendo sites, and you'll find out where you can meet other gamers online or look up strategic information for your favorite games. You'll hear about exclusive online contests, activities, game previews, special offers and more. You'll even have a complete listing of all of Nintendo's official websites, making it easy to navigate from one hot spot to the next. It all begins now.

RETURN TO CAMP HYRULE



Camp Hyrule is full of surprises. You can click on buildings, enter chat rooms and compete in tournaments. Anyone who signs up can join in the fun.

www.camphyrule.com

Summer vacation is about having fun, meeting new friends and discovering someone's underwear on top of the flagpole—at least, that's the way it is at Camp Hyrule. For the sixth year in a row, Nintendo Power's online camp counselors and goofballs will entertain thousands of campers between August 7th and August 11th. As in previous years, campers will be led by a Nintendo Game Play Counselor in a weeklong quest to accumulate points for the glory of their cabin and to win some cool prizes. Last year's camp featured areas such as Lake Webaconda, the Bon Fire, the Amphitheater and the Mess Hall. Many of those sites will return along with this year's featured games: Pokémon Gold & Silver, Mario Tennis and The Legend of Zelda: Majora's Mask. A new Mario sports complex will have tournaments for Mario Tennis and Mario Golf. Look for sign-up info at camphyrule.com during the week ending July 28th.



QUICK BYTES



The biggest gaming news event of August is Nintendo's Space World show where long-awaited information on Project Dolphin and Game Boy Advance should highlight the three-day event. You'll be able to catch all of the action with live updates from Makuhari-Messe on nintendo.com.



Debuting in June, starcraft64.com makes use of RealPlayer and Shockwave Player for impressive sound and animation. You'll view Terran, Zerg and Protoss news, receive descriptions of units and basic game play, and even be able to send specialized e-card greetings from the depths of space.





The NFL season may kick off in September, but August is the month that Nintendo's online pigskin pros will play, ponder and pick between Madden NFL 2001, NFL Quarterback Club 2001 and NFL Blitz 2001. They'll take a look at Stunt Racer 64 and gobs of Game Boy Color titles, too.



When you need game strategy right away, the best sources are nintendo.com and nintendopower.com. In August, the gaming web masters will have complete information on Crystalis and Warlocked—two of the deepest Game Boy titles ever.



Subscribers to the Nintendo Power Source e-mail newsletter are automatically entered into the monthly contest. You can sign up for a free subscription on the nintendo.com home page, pokémon.com home page or gameboy.com home page. Past winners have received first-edition boxes of the Pokémon Trading Card Game, a Pokémon Stadium Bundle, and an autographed Tony Hawk skateboard.

GAMEBOY.COM

Over 100 million Game Boy units have been sold worldwide, so it's about time that Game Boy got its own website, which features news about GB games, hardware (including updates on Game Boy Advance) and fun extras such as wallpaper, screen-savers and the Paint-a-Game Boy activity. Visitors may appreciate the complete listing of upcoming and existing titles most, which includes Game Boy Color compatibility information. It's all Game Boy all the time.

KIRBY64.COM

Kirby's first website features Flash and Quicktime goodies, but there's also a low-bandwidth page for graphically challenged computers. Once you enter Kirby's domain, you'll find freebies, movies, strategies, history and great Kirby animations that really breathe life into the site. Don't miss the interview with Kirby's creators, either. Best of all is the Dancing Kirby area where fans get to design a Kirby dance, then e-mail it to a friend.



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MARIO TENNIS™

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DISORDER IN THE COURT

What Mario Golf did for video putting, Mario Tennis does for video volleying. Served up by Nintendo and Camelot, the developers behind Mario's fairway foray, Mario Tennis is the perfect party game, rarin' to go with relentless four-player action that blazes back and forth at a pace that would give any line judge a case of whiplash. Fast action aside, the game sports big appeal since it's easy to learn and hard to put down. Seasoned with arcade touches like power-ups and teetering courts, Mario Tennis for the N64 keeps the excitement unpredictable and the pro moves accessible. But just because hitting a power smash can be simple doesn't mean the game's who's who roster of Mushroom Kingdom players is filled with pushovers. The ball's in your court. Find out what the racket's about.









WAYS TO PLAY

At E3 2000, the upcoming Zelda, Banjo and Pokémon sequels were on display, but that didn't stop Mario Tennis from drawing the big crowds. The game's four-player doubles match proved to be a grand slam, and it's a must-try for anyone with more than one Controller. And even if you're alone, Mario Tennis can be your perfect match.

FOUR-WAY FRAY

There's no waiting for your turn or wondering where your rival is on the split screen. The four-player match in Mario Tennis is one of the few N64 multiplayer modes in which all four contestants are constantly interacting on the same screen. Teamwork is key, since players must pair up. Cover your partner's back and know your bounds.



SPECIAL MATCHES

Mario Tennis puts new spins on the sport, including a Seven-Point Tiebreaker scenario. In addition to the special matches detailed below, the game features Demo Mode, a matchup of your own design played entirely by CPU players of your choosing. While it's intended for your viewing pleasure, it's a good mode for observing the tactics of your rivals.



« Ring Shot

While keeping the ball in play, you must also try to hit the ball through target rings. Your opponents can clear rings for you, too, so lead them into returning shots through hoops you need to clear.



« Piranha Challenge

Multiple Piranha Plants on the sidelines spit out balls for you to return to your opponent. Don't let any of the balls from their constant barrage slip past you, and hit them past your rival to win.



Bowser Stage »

When the ball's in Bowser's court, which teeters up and down, aim for the power-up cubes floating above the net. Hit R to activate your whammy to distract your opponent when you return the ball.

TOURNAMENT MODE

In Tournament Mode, you'll work your way up an eight-competitor ladder to win trophies like the Mushroom Cup and Flower Cup. Each matchup consists of a set of two games, and by winning three matchups, you'll score the cup. If you lose a set, there's always the rematch.

Game, Set and Match



Every tournament cup is played on a different type of court, so the ball will react with its unique surface in different ways. By winning cups, you can unlock hidden courts, like the Mushroom Cup's prize, the Mario Bros. Court.

STATUS SYMBOLS

Like Mario Golf, Mario Tennis contains hidden extras. Unlock characters and other secrets by clearing matches or completing modes with every one of the available characters. The Status section of the Options menu keeps track of every character's victory in the game's Exhibition, Tournament and Ring Shot Modes and their scenarios.



Tennis, Anyone?

At the first serve, 14 players are available. Whether they specialize in technique or trickery, all of the racket wielders play with the finesse and prowess of Hingis and Sampras...and even the temper of Connors if you consider Waluigi, the latest addition to the Mario family.



Mario

As usual, Mario is the well-rounded character. While the other tennis players excel in speed, technique, tricks or power, Mario possesses a balanced blend of all styles of play.



Luigi

The only character besides Mario who's well-rounded in all departments is Luigi. Like his brother, Luigi has average abilities and no standout strengths or weaknesses, making him perfect for novices.



Waluigi

Finally, Luigi gets his very own archrival. Like Wario is to Mario, Waluigi is to Luigi. In his debut, the wiry, mustachioed villain emerges as a menace to tennis with his skilled technique on the court. Perhaps the only thing more unwieldy than his smash returns is his clumsy name, which, believe it or not, comes from a rearrangement of the word *igiwalui*—Japanese for someone who's bad.



Peach

Peach is keen with tennis techniques, so she excels at hitting the ball where it needs to be. Her speed is average, though, so if someone manages to return her killer shot, she may have to make a mad dash.



Paratroopa

Slick with the tricky plays, the winged Koopa can get underhanded with the backhands. Expect it to deal out speedy serves, vicious returns, drop shots and other unpredictable hits near the net.



Baby Mario

For an infant who can barely walk, Baby Mario is pretty quick on his feet, so he's good at covering the court. But beware if the tyke can't return a ball—the crybaby may just return with a bawl of his own.



Wario

Now with an equally nasty partner, Wario can despise Mario and Luigi with his new pal, Waluigi. Perfectly complemented by the new character on the block's speed, Wario is slow but powerful.



Birdo

A veteran villain who has crossed paths with Mario and company in games like Super Mario RPG, Birdo now crosses their path on the tennis court. In fact, with her speed, she can run circles around them.



Yoshi

Yoshi's specialty is speed, so he's effective against the slower, power players. If you face off against the dino, you'll have to nail a shot pretty far from his reach if you want to get one past him.



Daisy

Hailing from Super Mario World, Daisy is a long-overlooked character who was included to be Luigi's mixed doubles partner. And a good partner she'll make—Daisy sports excellent technique.



Bowser

Slow, but no slouch, Bowser can whack the ball with great power. Expect his shots to come flying at you with a glow, the telltale sign that the ball has been hit with an extra oomph of power.

Donkey Kong

DK boasts a barrelful of strength, making him great with the power shots. The trade-off is that the simian isn't very maneuverable or speedy, so he shouldn't stray far from the center of the court.



Toad

Other than Peach and Daisy, Toad is the only other main character to boast superior technique. Use him to counter the power shots doled out by biggies like DK, Bowser and Wario.



Boo

Boo is a spirited player who'll use tricky plays to scare up a victory. Like Paratroopa, Boo specializes in sly maneuvers and crafty returns, so stay on your toes when pitted against the apparition.

RAISE A RACKET

Tennis involves both rivalry and camaraderie. Learn how to gauge your opponent and recognize when good opportunities arise. A partner backing you up is always a help, so whether you're playing a singles or doubles game, you'll need to know how to anticipate moves.

THE SINGLES GAME

With one-half of the court to defend alone, the players in singles matches can be very vulnerable. Know the danger zones on the court-the net and the back corners—and lure your opponent into them to get the upper hand when returning a shot.

Surfing the Net



When you see a star appear on the ground, it's prime time for rushing the net. The ball will fall where the star is, and the best move is to swing out a special shot, like a smash that will drop the ball close to the other side of the net.

Always on the Run



Keep your opponent on the run by returning the ball as far away from your rival as possible. By alternately returning the ball to opposite corners of the court, you'll render half of your opponent's court undefended. Try it on slow opponents like DK.

Know Your Opponent

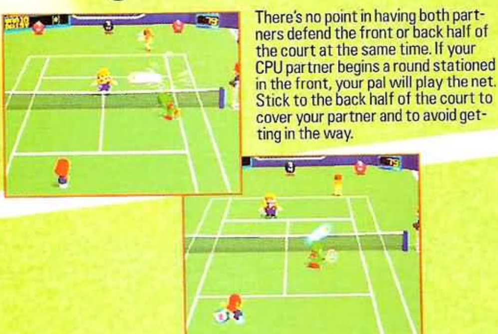


Play off your opponent's weaknesses. Keep slow characters on the run and use tricky shots against speedy players. Force players to use their backhand, too. All players are right-handed by default, but you can change that by pressing and holding L when selecting a character.

THE DOUBLES GAME

Doubles matches can be a mess if you don't respect where your partner is playing. A CPU-controlled partner will stick to the front or back of the court, so avoid overstepping your bounds.

Covering the Entire Court



There's no point in having both partners defend the front or back half of the court at the same time. If your CPU partner begins a round stationed in the front, your pal will play the net. Stick to the back half of the court to cover your partner and to avoid getting in the way.

A Backup Plan



When your partner zigs, you should zag. That way, the left and right sides of the court will always be defended. For the most part, your partner will be able to handle the returns that fall into his or her zone of defense, so don't risk leaving part of your court undefended.

Nothing but Net



If your partner is volleying with a rival at the net, station yourself at the back of the court. Everything behind your partner is your responsibility, so you must be ready to cover any shot that breaks out of that netside exchange.

ON THE BALL

Once you've mastered defending and dominating the court, you can focus on perfecting your swing. MT features a variety of ways to smack the ball over the net, so while it may be obvious that you'll aim for the far side of your opponent's defensive zone, the way you affect the ball's trajectory and speed will make things unpredictable.

SERVING

When the ball's in your court, you have two chances per point to serve the ball. If you botch both tries, your opponent will win the point, so don't get too fancy until you're confident with your aim. Once you've become a sharpshooting server, aim for the sidelines or send the ball so it barely clears the net.

Good Service »

When you serve, you can add some power to the ball to give your opponent less time to react. Refer to the Color Coding section on page 19 to find out how to serve a power shot. If you aim your speedy serve at the back corner of the court, you'll keep your opponent boxed in a small zone of defense.



« Good Return

After serving the ball to the back corner, quickly position yourself in the middle of the court so you'll be perfectly positioned to intercept your rival's return. Whether the ball goes down the middle or sails for a back corner, it won't be too far out of your reach.

SLICE OR TOPSPIN

Hitting a slice and putting topspin on your shots are tricky ways of returning the ball. Both styles make it hard for your opponent to anticipate where the ball will go after it bounces, and both are effective when your rival is far from the net.

SLICE

TOPSPIN



Slice Advice »

Press B to hit a slice, a deceiving shot that sails far over the net and then bounces high after hitting the ground. Players will expect it to fly far after it bounces, so they'll probably back up more than they really should in preparation for the return.



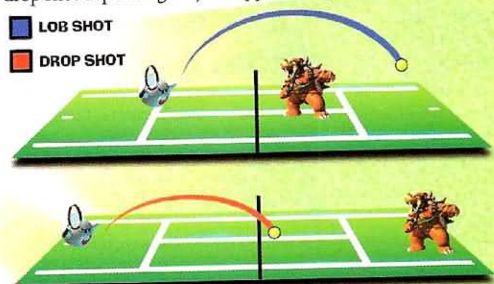


« Down with the Topspin

Topspin is the opposite of a slice. A ball hit with topspin will drop a bit more abruptly than a slice before it sails along its speedy, horizontal trajectory. The A Button serves up the topspin, which can catch players off guard if they're close to the net.

LOB SHOTS & DROP SHOTS

The best opportunity for unleashing the tricky lob shots and drop shots is when a star appears on the ground on your side of the court. Station yourself at the star, then bust out a lob shot or drop shot depending on your opponent's proximity to the net.



A Lob for the Job



Whenever your opponent rushes the net, follow up your rival's return with a lob. If you hit it right, the high-flying shot will arc over your competitor. Rapidly press the A Button then the B Button to pop one over.

Dropping In



If your opponent has just returned a shot from the back of the court, chances are your rival won't have time to reach a drop shot return that plops down in the front of the court. To hit a shot like that, press B and then A.

POWER SHOTS

To hit with extra gusto, power up your shot by using one of the button sequences detailed in the Color Coding section. While you're charging up your shot, you won't be able to run, so hit Z to cancel your shot if you need to reposition yourself.



« Powers That Be

Power shots raise the velocity of your volley. Make sure you're in position before charging up since powering can lock you in place on the court. White lines will radiate from your racket to indicate that you're firing up a power shot, and the ball will fly with a glowing trail if you've struck with the boost of power.

Color Coding

Each type of power shot speeds up the ball and makes it zip by in a different colored streak. To hit a blue-blazing power slice, tap B, then press and hold B. Tap A then A for the orange power topspin. For the purple power smash, hit A or B followed by a simultaneous tap of A and B.



A SMASHING GOOD TIME

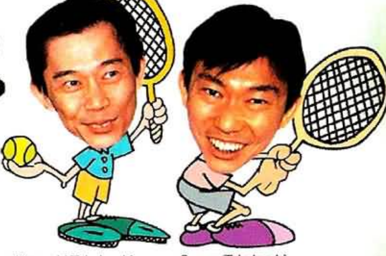
A surefire multiplayer smash, Mario's latest entry into the sports racket is just as frenetic for solo players who'll duel with CPU rivals playing like they're primed for Wimbledon. Mario Tennis, like its cousin, Mario Golf, offers plenty to unlock, so keep the ball in play. Maybe you'll even find DK Jr. and the Shy Guy...





TENNIS TALK

It's no surprise that the developers at Camelot were able to make Mario Tennis a top-notch game, but the big shocker is how quickly they were able to create the grand-slammin' smasher. In an interview with Camelot's President, Hiroyuki Takahashi, and Vice President, Syugo Takahashi, the two talk about the game's quick development, the creation of Waluigi and why Wario doesn't have a girlfriend...



Hiroyuki Takahashi
President of Camelot

Syugo Takahashi
Vice President of Camelot

Nintendo Power: *We're surprised you were able to complete a new Mario sports game within a year of finishing Mario Golf. How were you able to do it?*

Hiroyuki Takahashi: (Laughing) We're not sure how! One thought is that our development team is very good at teamwork. I don't know how other companies work, but at Camelot, we are always trying to build new things on top of the know-how we've already established. We don't try to make huge jumps all at once.

NP: *Does that mean you're not trying to set overly ambitious goals?*

HT: Remember that we had mentioned that we wanted to produce an RPG game...

NP: *Yes! We've been waiting for that. How is that going?*

Syugo Takahashi: (Laughing) We were trying to start it.

HT: We were working on building the basics for an RPG on N64. When the Dolphin project was revealed, I started to think, "What would be the most fun N64 users could have in a hardware transition period?" Then we started developing a tennis game for the N64. And when Game Boy Advance was revealed, we thought, "Um...that's another route we could take." (Laughs) When new hardware is about to be launched, we usually try to make an action game rather than a role-playing-type of game. Anyway, we reorganized our software development lineup based on the hardware release schedule, and we decided that tennis would be best for the N64. And the development period wouldn't be long for that type of game.

NP: *Did you plan to use Mario from the beginning?*

ST: Yes, but I wanted to get permission first. I thought we needed to develop the idea and Nintendo would say, "Please use Mario for your idea." The test version already had actual, playable characters. Mr. Miyamoto liked our game, and we were very happy about that.

NP: *How did you come up with the new character, Waluigi?*

HT: I think tennis has a bigger emphasis on competition. But we couldn't find anyone who played the bad guy, "heel" role in the Mario world. We discussed creating a new character players would like to beat, and our development team came up with Waluigi.

ST: Since tennis has a long history in video games, we felt that people may have a tired and standard view of it. But Mario Tennis has new features in play control, and its sense of action is also new. We developed this game to create a new genre of sports game. Then we discussed keeping "something new" as a slogan for our department. I suggested a new character, and the design team came up with Waluigi. I was concerned about how Nintendo would feel about this new character, but Mr. Miyamoto loved Waluigi.

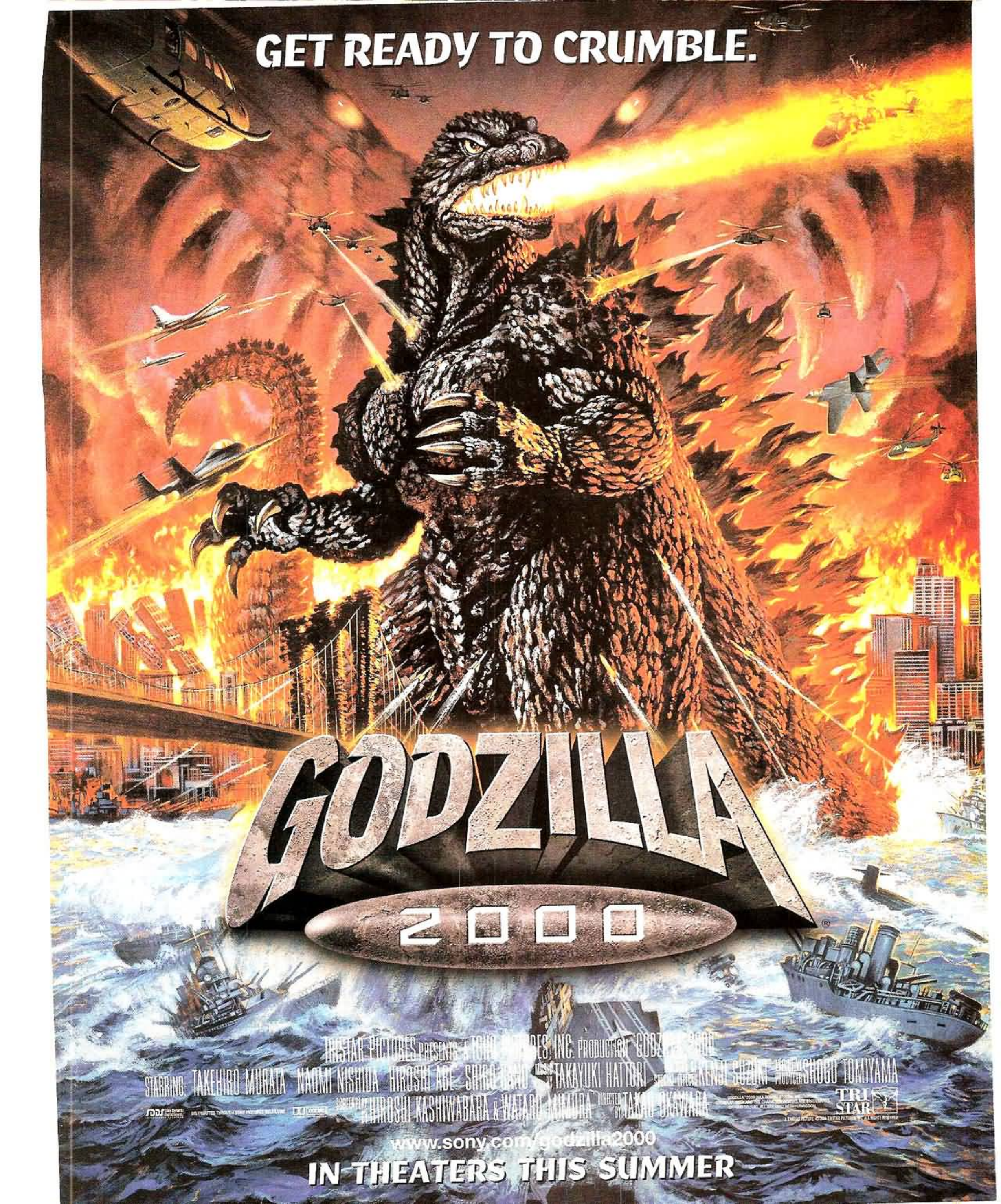
NP: *Mario Tennis also features Daisy, a character who hasn't been so popular.*

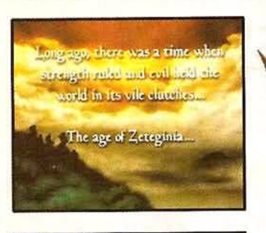
ST: We wanted to have a similar partner for Luigi, like how Mario and Princess Peach have one another. We asked Nintendo, and Nintendo suggested Daisy.

HT: We asked Nintendo about girlfriends for Wario and Waluigi, too, but Mr. Miyamoto said that he didn't even want to see their girlfriends. (Laughs)

ST: (Laughing) It is easy to imagine what type of girls they are. We actually had an idea for players choosing partners for a mixed doubles game. But...um...we'd rather not see what Wario's girlfriend would look like. (Laughs) But it would be fun if we could come up with partners for the characters to have relationships with. For example, someone for Bowser or Boo.

Special thanks to The 64 Dream magazine for help with this interview.


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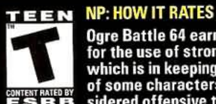


Ogre Battle 64

Person of Lordly Caliber

I promise I'll become a knight.

While the Kingdom of Palatinus sinks into chaos, just one rebellious warrior seeks to reverse the tide of doom.



NP: HOW IT RATES

Ogre Battle 64 earns a Teen rating for the use of strong language, which is in keeping with the nature of some characters. It could be considered offensive to some players.





A Legend Returns

The long wait is almost over. Ogre Battle 64: Person of Lordly Caliber will take the stage this September to the applause of legions of RPG and strategy game fans. They'll discover a sprawling world with twisting plots, hundreds of characters and a seemingly endless series of tactical choices. For gamers who like to manipulate units and conquer territory, Ogre Battle 64 has no equal. Ogre Battle 64 grips you like a good novel, and it challenges you in ways that no other N64 game can. Nintendo Power offers strategies that will get you off to a good start, but the game is far too vast to cover in one article. Besides, there isn't one correct way to progress through this masterpiece from Atlus and Quest. In the end, you alone must face the ogres of the netherworld and bring peace to the land.

Building a Better Ogre

The Super NES version of Ogre Battle built a cultlike following of gamers based on its depth of play. There were so many endings that no one was really sure how many ways you could play the game. Ogre Battle 64 is the same sort of beast. Players will be able to tweak every character, creating specialized and powerful units and commanding them in a vast campaign with three storylines.

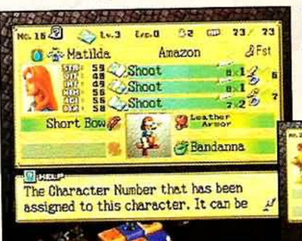
Matters of Character

Ogre Battle 64 characters can be heroic warriors that you control, people you meet in the game, or magical creatures that may be friends or foes. Characters that enter combat are rated in categories such as HP, Agility and Strength. A character's rankings in the seven categories will grow with experience gained in battle.

HP
VIT
MEN
DEX
STR
INT
AGI

Show Some Class

As characters grow, they will become eligible to change their class. A male human Fighter, for instance, can become a Knight. But depending on the character's Alignment and available items, he could become a Wizard or Beast Master instead of a Knight.





United They Stand

Units of up to five characters make up the basic combat group. Players can give their units orders, such as, "Attack Leader," but all combat is carried out by the computer. The attacks and spells used depend on the placement of the characters on a nine-square grid.

Your Duty

In each mission, you'll have a winning condition, which involves capturing an enemy position. The briefing prior to the mission will give you all the details and an illustrated map.





Battle Standard

Combat is automatic when units encounter each other. Players can control the outcome of the battle by setting up strong formations and using the Interrupt Commands. Switch off the Battle animations to save time.





The General's Strategy

Whether they command the Palatinean Army or lead a band of rebel fighters, players have a lot to think about. Alignment, recruitment, class changes and setting up a customized character are complex tasks. Those who master the basics will field a stronger army.

Elemental Forces

The Elem Pedra is the spiritual power that you choose at the outset of the game. You can summon fire, water, wind or earth attacks once the Interrupt Gauge fills three times in a battle. Lawfully aligned characters should use the Holy powers. Chaotic characters should use Darkness.





Weapons and items may have elemental components, as well. A fire-aligned character needs a fire-aligned weapon to reach maximum strength.





The level of your main character determines the strength of the Elem Pedra attack. The elemental force may hit more than one enemy.

Alignment

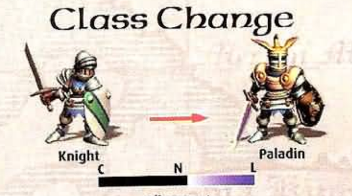
Character Alignment falls between Chaotic and Lawful, and it can change depending on your actions. If you add a Lawful character to a Chaotic unit, the Lawful character will grow more Chaotic. Alignment affects class change and story elements.

Chaotic — Neutral — Lawful



In battle, characters can raise or lower their Alignment. For instance, a Lawful character that defeats a Chaotic enemy will shift its Alignment toward the Chaotic.

Class Change



A Fighter with low Alignment may change class and become a Knight. But that Knight will have to have a Lawful Alignment if it is to change into a Paladin.

New Blood

As you progress in the game, you'll find new characters that want to join your army. Adding eager recruits is the easiest way to increase your ranks. You'll also encounter wild creatures that may be persuaded to join you. As your characters gain experience in battle, they'll become eligible for class changes, which is another way to increase the strength of your fighting force.

A Game with Class







As you build experience points and levels, characters become eligible to change class. Soldiers eventually become either Fighters or Amazons, depending on their leader's gender. Availability of certain items may also determine if a class change option is available to a character.

Chance Encounters







When human characters offer to join your army, accept them and see what skills they have. Human characters are the only ones who can lead units. Large characters can be persuaded to join you when you use the Talk Interrupt Command. Revisit areas to find those creatures.

Create a Leader

Much of the course of Ogre Battle 64 is set at the beginning of the game when you are asked a series of questions. Your answers to those six questions will generate a profile of your character, and that will determine the skills of your main character and the types of companions who begin the game with you. The charts below will help you choose your character. For instance, if you want to become a Magic User, respond to the questions with the highest value answers shown in the chart. For the first question, "What dost thou hold within thy sword?" you would answer Ardor or Hatred because each answer gives you 16 points. The four listings to the right will help you determine what companions you'll have in your army.

EXAMPLE												
Answers:	**Ardor**		**Hope**		**Purity**		**Embrace**		**Serenity**		**Changes**	**Total**
Warrior	12	+	12	+	12	+	0	+	0	+	0	= 36
Magic User	16	+	16	+	8	+	16	+	16	+	4	= 76
Specialist	4	+	4	+	0	+	8	+	8	+	12	= 36
Tamer	8	+	8	+	16	+	4	+	4	+	16	= 56

1. Enter your six answers in chart form as in the example, then add up the total for each row. The highest number determines the leader. In the example, Magic User is the leader, so the first unit consists of characters found in the first row of the Magic User entry in the Initial Units chart, where you'll find a Sorceress, three Fighters and a Soldier.

2. To determine the second unit, take the largest number and subtract 32 from it. (76-32=44.) The resulting set of four totals is 36, 44, 36, 56. Since 56 is the highest number and it's in the Tamer row, you need to look at the Tamer's number two row in the Initial Units chart to see who's in the second unit. It's a Doll Master, Amazon and three Soldiers.

3. To determine the third unit, subtract 32 from the highest number (56-32=24) to get the four numbers 36, 44, 36, 24. Since 44 is the highest number and it's in the Magic User row, you'll need to look at the third Magic User row in the Initial Units chart where you'll see that you'll get a Sorceress and a Soldier.

4. The final unit is determined by subtracting 32 from 44 (the highest number) to get 12. That gives you a set including 36, 12, 36 and 24. When two high numbers are the same, you'll have to determine the leader by using the following order: Warrior (first), Magic User, Specialist, Tamer (last). In our example, the fourth Warrior row includes a Phalanx and a Golem.

Six Questions

What dost thou hold within thy sword?						
	Ardor	**Passion**	**Vigor**	**Talent**	**Belief**	**Hatred**
Warrior	12	16	0	4	16	4
Magic User	16	0	4	8	4	16
Specialist	4	8	12	16	16	4
Tamer	8	12	16	0	4	16

What shalt thou sever with thy sword ?						
	Yoke	**Greed**	**Roam**	**Quiet**	**Order**	**Hope**
Warrior	0	4	12	16	4	12
Magic User	4	8	16	0	8	16
Specialist	12	16	4	8	12	4
Tamer	16	0	8	12	16	8

For what shalt thou beseech the gods?						
	Triumph	**Purity**	**Might**	**Valor**	**Trust**	**Sacrifice**
Warrior	8	12	16	0	16	8
Magic User	4	8	12	16	12	4
Specialist	16	0	4	8	8	16
Tamer	12	16	0	4	4	12

What shalt thou offer the gods?						
	Freedom	**Glory**	**Love**	**Embrace**	**Truth**	**Lust**
Warrior	16	12	8	0	16	4
Magic User	12	8	4	16	4	16
Specialist	4	0	16	8	16	4
Tamer	0	16	12	4	4	16

What dost thou wish for?						
	Wealth	**Serenity**	**Fertility**	**Strife**	**Peace**	**Reform**
Warrior	8	0	16	12	4	12
Magic User	4	16	12	8	8	16
Specialist	16	8	4	0	12	4
Tamer	12	4	0	16	16	8

What shalt thou rid from this land?						
	Changes	**Honor**	**Rule**	**Ideal**	**Law**	**Chaos**
Warrior	0	4	12	16	16	8
Magic User	4	8	16	0	12	4
Specialist	12	16	4	8	8	16
Tamer	16	0	8	12	4	12



Initial Units

Leader		Unit Leader	Member	Member
Warrior	1	Knight	Fighter x2	Soldier x2
	2	Archer	Amazon	Soldier x3
	3	Berserker	Soldier x2	-
	4	Phalanx	Golem	-
Magic User	1	Sorceress	Fighter x3	Soldier
	2	Witch	Amazon x2	Soldier x2
	3	Sorceress	Soldier	-
	4	Wizard	Wyrm	-
Specialist	1	Cleric	Amazon x2	Soldier x2
	2	Fencer	Fighter	Soldier x3
	3	Valkyrie	Soldier x2	-
	4	Cleric	Griffon	-
Tamer	1	Beast Tamer	Fighter x2	Soldier x2
	2	Doll Master	Amazon	Soldier x3
	3	Dragon Tamer	Soldier x2	-
	4	Beast Tamer	Hell Hound	-

Creation by the Numbers





If you want to know which answers to give to gain particular initial units, you can calculate in reverse using the Initial Units chart and the descriptions above. That's a lot of work, though. We recommend using the charts to determine your leader and leave it at that.

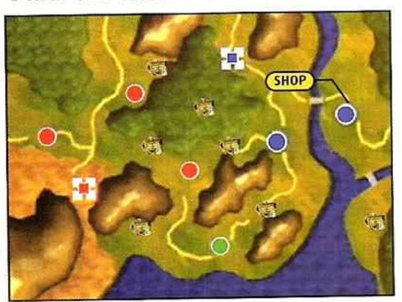
Map Key

- Enemy Stronghold
- Friendly Stronghold
- Neutral Stronghold
- Hidden Treasure
- Enemy Headquarters
- Friendly Headquarters

Prologue

Ogre Battle 64 is divided into scenes and chapters. Each scene contains a mission, and chapters contain many missions. In the Prologue, you must accomplish two simple missions. Prior to each mission, you'll receive a briefing on the military situation in the area. Following a successful mission, you'll see a cinematic scene or two.

Scene 1
The Southern Reaches



Shop	
Item	Price
Bandana	20
Iron Helm	30
Short Sword	20
Short Bow	30
Round Shield	20
Leather Armor	60
Chain Mail	120

Stock up on weapons and armor that will either increase the effectiveness of your characters or serve as basic equipment for new recruits.

Home Defense





Always deploy all of your units and leave some of them on or near your HQ. An enemy should have to battle several units before reaching your HQ. Never leave your HQ undefended.

Tripping over Treasure



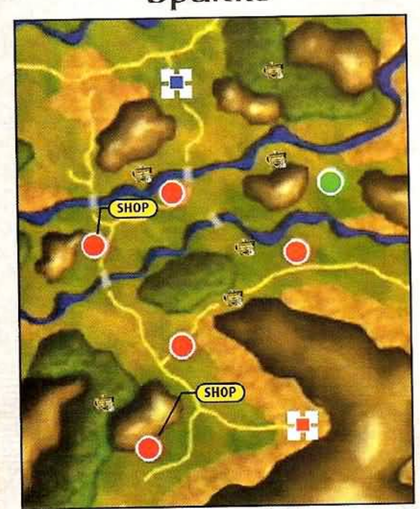


You won't have to dig for buried treasure in Ogre Battle 64, because we've marked all the riches for you on the map. Any unit passing over that spot will find the treasure. Some of the items will be of great value while others will be minor finds.

Theodricus Mine		
	Lvl 4 Boss	
Lvl 4		

Once you reach Theodricus Mine, having first routed the rebels in the countryside, you'll have to beat Stablio to take the Enemy HQ. Send in fresh units and don't risk your leader on the first attack.

Scene 2
Sparks



Shop	
Item	Price
Iron Helm	30
Hachigane	40
Short Sword	20
Iron Claw	170
Round Shield	20
Rags	10
Magician's Garb	50
Chain Mail	120
Bandana	20
Short Bow	30
Leather Whip	60
Halt Hammer	110
Torn Cloth	10
Leather Armor	60

Volmus Mine		
Lvl 2		Lvl 4 Boss

Fresh Forces




Send in rested units with full HP whenever you attack an enemy stronghold. If you're within a short march of a friendly stronghold, rest there before going into battle. Otherwise, camp near the stronghold or use items that replenish your health and stamina.

Bonus Bounty



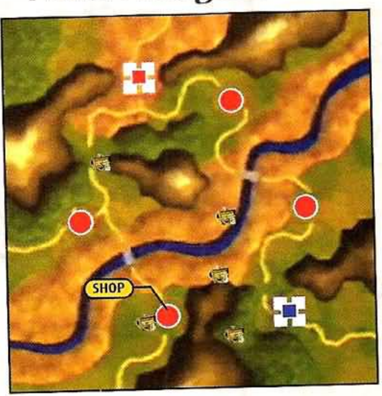

You should be thorough and wipe out all of your enemies. If you destroy every enemy character in a unit, you'll earn the Total Annihilation Bonus, which will be a piece of treasure.

Chapter 1

At the beginning of Chapter 1, Magnus Gallant begins to question the actions of the Palatinean Army. He witnesses injustice and meets downtrodden people who just want to be left alone. While honing his battle skills, the young hero comes to realize that he is fighting on the wrong side, and at the end of Scene 6 he switches allegiance.



Scene 3
First Assignment



Shop	
Item	Price
Scipplay Staff	20
Light Mace	30
Spell Book	100
Robe	30
Cleric's Vestment	50
Witch's Dress	80
Amulet	40
Rosary	50

Fort Tuatha		
Lvl 3	Lvl 5 Boss	Lvl 3
Lvl 3		Lvl 3

Scene 4
The Path Diverges



Shop	
Item	Price
Iron Helm	30
Leather Hat	40
Armet	120
Great Bow	90
Fransica	130
Baldr Sword	150
Kite Shield	70
Plate Armor	230

Burgund		
	Lvl 7 Boss	
Lvl 5		Lvl 5

Item Intelligence




Carry basic items such as Heal Leaf and Power Fruit. You can use Heal Leaf strategically when attacking a fortress. If you lose a round, heal up your unit using Heal Leaf. You'll get back into the fray before the enemy has a chance to restore much HP.

Leader Loss




Take it to the leader when you attack a fortress at the end of a mission. If you defeat that character, the other enemy characters will give up and you'll complete the mission. Use your Interrupt Command to set your strategy to Attack Leader.

Train for Fame



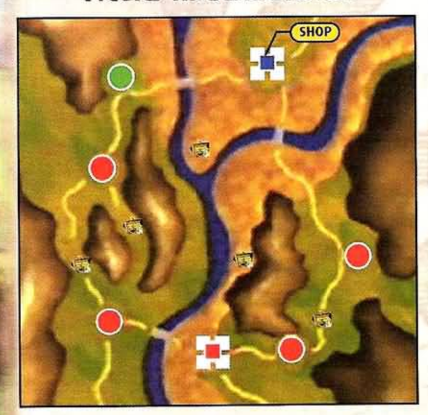

Use the Training feature to maintain balance among all of your units. If one unit grows considerably stronger than the others do, you'll have a tendency to use it more often. It's better to have several strong units than one superpowerful unit.

Units in Limbo




Once you destroy the leader of a unit, that unit will wander aimlessly. It will even avoid strongholds where it could heal itself. Such units display a skull symbol, and you should finish them off at your leisure.

Scene 5
True Intentions



Shop	
Item	Price
Bone Helm	50
Jin-gasa	50
Rapier	30
Halt Hammer	110
B. Sword	180
Spell Book	100
Cloth Armor	20

Fort Crenel

Lvl 5		
	Lvl 5 Boss	
Lvl 5		Lvl 5

Creature Safari





Return to regions using the Area Investigation option. The idea is to encounter wild creatures such as dragons that you can recruit. When you encounter a wild creature, use the Interrupt and Talk Commands to persuade it to join you. Sometimes you'll have to attack the creature before it can be persuaded.

Talk of the Town





Enter every town and talk to people. Sometimes you'll find characters who want to join your merry band. If you accept their offers of help, you'll be able to use them as leaders for newly formed units. Also, you should return to towns after you've finished missions in the area. You may find extra help.

Scene 6
The Revolutionary Army



Shop	
Item	Price
Bandana	20
Iron Helm	30
Hachigane	40
Short Sword	20
Short Bow	30
Leather Whip	60
Halt Hammer	110
Iron Claw	170
Round Shield	20
Torn Cloth	10
Rags	20
Ninja's Garb	50
Leather Armor	60
Chain Mail	120

Fort Bulan

	Lvl 6	Lvl 6
Lvl 6	Lvl 8 Boss	Lvl 6

The Gift of Life





Many towns contain a Witch Den where fallen comrades are brought back to life for a small fee. If you lose a character in combat, go to a Witch Den as fast as possible. You can bring back the dead while still in the field if you're carrying the Altar of Resurrection.

Nightmare Attack





Whenever you get the chance, attack enemies who are in camps. You'll have the advantage of attacking while the enemy is asleep. In most cases, you'll be able to score several hits before the enemy wakes up and fights back.

Scene 7
A New Beginning



Shop	
Item	Price
Bandana	20
Iron Helm	30
Leather Hat	40
Short Sword	20
Short Bow	30
Great Bow	90
Baldr Sword	150
Round Shield	20
Leather Armor	60
Chain Mail	120
Hard Leather	50

Gunther Mines

Lvl 7		Lvl 7
Lvl 7		Lvl 7
	Lvl 8 Boss	

Zombies over Zeteginia





If you fail to resurrect fallen characters within a few days, they'll become Undead characters. It sounds pretty bad, but Undead characters continue to fight for you. Characters may become Zombies, Skeletons, Ghosts or Angel Knights.

Quench Your Thirst





When you've been sweating in pursuit of an enemy unit, refresh your troops with a juicy piece of Power Fruit before going into battle. If you do so, your unit will have high stamina and be more effective in battle than your weary foe. Every unit should carry several Power Fruit items.

Scene 8
The Infernal Aura



Shop	
Item	Price
Plumed Helm	60
Slender Spear	150
Round Shield	20
Large Shield	180
Breast Plate	180
Plate Mail	210

Fort Akkisis

	Lvl 8	Lvl 10 Boss
Lvl 20		Lvl 8

Live to Fight Another Day





Know when you're overmatched. If the enemy characters are pounding your troops, get out of there as soon as the Interrupt Meter fills twice. You can always bring up a stronger unit to face the powerful enemy or lay siege to it with several units that attack in turn.

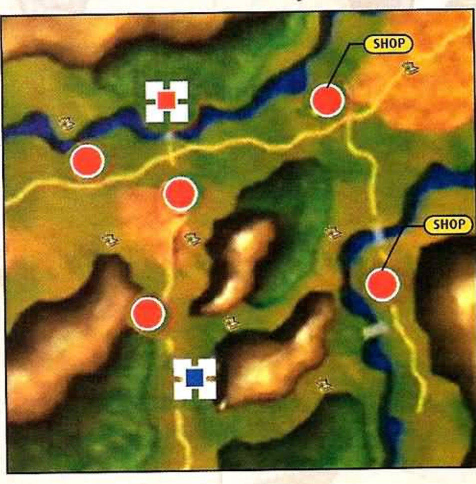
Waiting to Evolve?





Evolution comes to those who fight lots of battles. So if you want your characters to move up to the next level or become ready for a class change, get them into the mix. You may also need special equipment to promote a character to a higher status.

Scene 9
Liberation of Alba



Item	Price
Bandana	20
Iron Helm	30
Pointy Hat	100
Scipplay Staff	20
Short Sword	20
Short Bow	30
Great Bow	90
Marionette	120
Baldr Sword	150
Book of Earth	200
Book of Water	200
Book of Wind	200
Book of Flame	200
Annihilation	*30000+
Round Shield	20
Leather Armor	60
Witch's Dress	80
Chain Mail	120
Hard Leather	150

Book Buys

The Annihilation book costs *30,000 pieces of gold plus a piece of gold for the number of days you've played up to that point in the game multiplied by 20.

Stronghold Exchange



You can switch characters and items back and forth between units at many strongholds. Look under the Stronghold option to see if the Exchange option is available.

Castle Akka

	Lvl 8 Boss	
Lvl 8		Lvl 8
Lvl 8		Lvl 8

No Healing for the Undead






Fear not if your Magic Users seem to ignore your Undead characters when they take hits during combat. Magic Users concentrate their healing spells on the living. Your Undead comrades will return to full strength in the next battle if they fall in the current conflict. It seems that you can't keep a good zombie down.

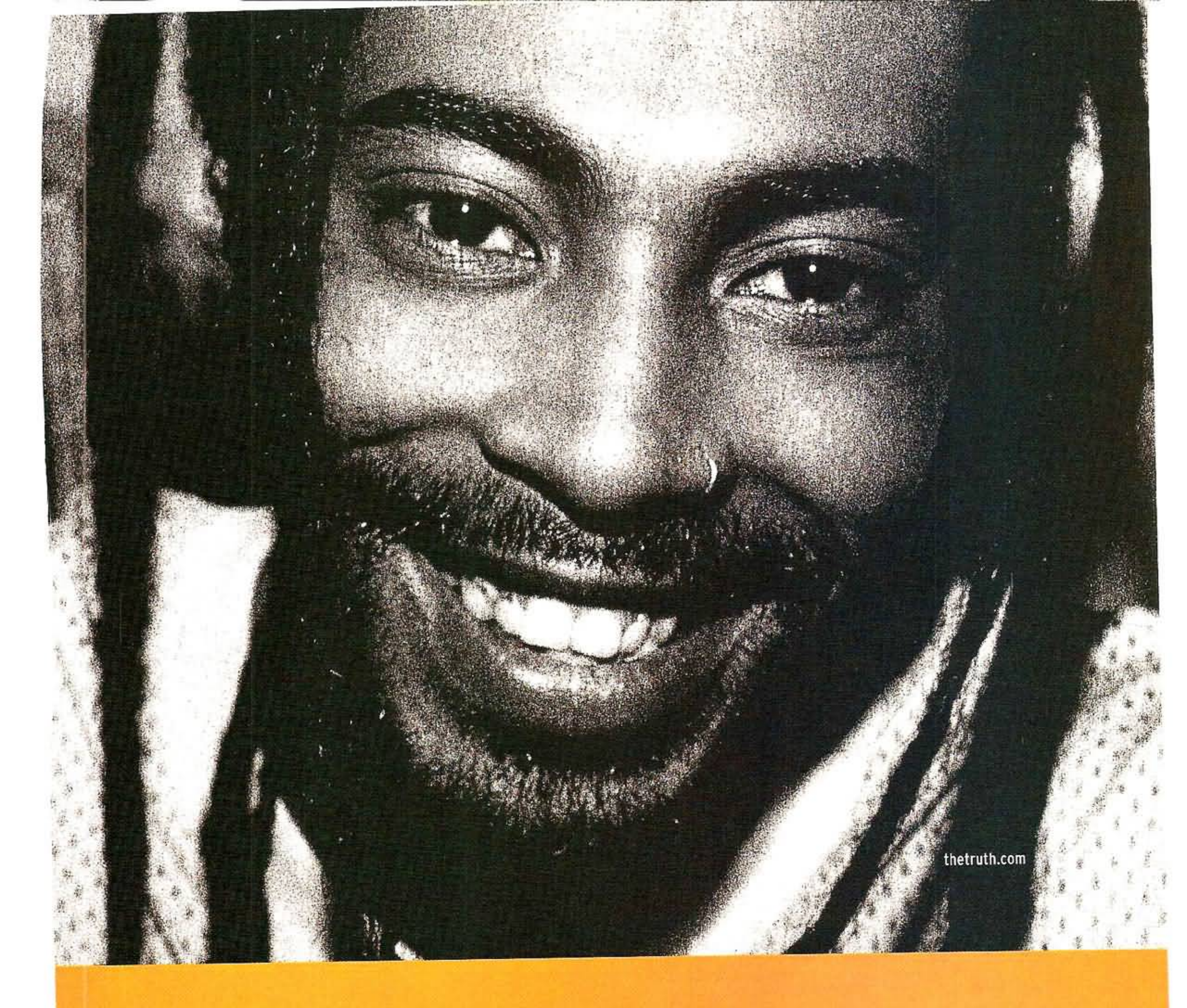




Not Ogre 'til it's Ogre

You may win the battle against the Southern Army, but it's just the beginning of the war. Ogre Battle 64 has much more in store—four chapters and 40 scenes in all. Depending on the choices you make and your surviving characters, you'll see one of four main endings or a variation. As for game help, Atlus's game manual is a vast repository of useful information—one of the most complete we've seen. In every way, OB64 is huge, wonderful and perilous. Experience it all.




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OFFENSIVE DRIVING

The highways and byways of 2049 are littered with the artifacts of darker times, such as posted speed limits, yellow signs with squiggly markings or even lines painted down the center of the road. Modern motoristshave seen the light and know the rules of the road were meant to keep them down—literally. Ignore big brother and keep your finger on the accelerator. Strap yourself in for Midway's furious four-wheeled flights on the N64.



STREETS OF SAN FRANCISCO

There are extreme drivers in every part of this overpopulated world, but true gearheads always leave their hearts—and the contents of their stomachs—in San Francisco. The city has changed a lot over the years, but the steep hills and gut-wrenching jumps remain a central feature of its roadways in the 21st century. What could be more thrilling than pushing your car up to 170 mph then sailing over rooftops to a four-point landing? Perhaps landing upside down, which punctuates the fun with a fiery explosion.

Midway has infused all the sensory overload of the modern commute into its new N64 game, San Francisco Rush 2049. Midway Games West, originally known as Atari Games some 50 years ago, has carefully reproduced the look and feel of New San Francisco in six high-flying courses. From the hanging monorails that glide over city center to the humongous lava lamps that brighten suburban streets, no detail is too slight for the game designers. The city looks so nice, you may even forget that much of it sank into the ocean after the tragic quake of 2017.







Big air, SF-style. The steep grades are back with a vengeance in Rush 2049. Rocket-powered wings give you a little lift and allow you to control your glide path.

BURNING RUBBER ENDS IN SMOKING RUBBLE

Tight, forgiving control—one of the hallmarks of Rush games back in the 20th century—allows you to rip through the city's sharp turns with confidence. Be prepared to leave a trail of skid marks as you slide around the curves and execute brake turns at intersections. Unlike in earlier Rush games, you can maintain control of your vehicle as it hurtles through the air—thanks to retractable wings hidden in the undercarriage.

You'll need the technological advantage as you take on CPU-controlled racers or up to three other players in timed races. Try to place first in Single Race and Circuit Modes, or try to keep improving your past lap times in Ghost Mode. Two players can compete on the tracks in Single-Race and Practice Modes.



COIN OPERATIONS

Races aren't the only things you can win on the courses. Bonus Coins are there for the taking if you can find them. The coins allow you to unlock new cars, according to Loren Bryant, the game's producer at Midway Games West. Some of the treasures are in obvious places on the courses, but others will require extra effort. The courses have many secret areas to explore. Players willing to waste valuable seconds in a race can check out the occasional off-ramp or jump that seems to lead nowhere. It also pays to keep racking up mileage, Bryant said, because you'll be rewarded with new features as the game's odometer reaches important milestones.



CAR CRAZY

Rush 2049 lets you choose from a wide range of street-legal car styles, and even includes a few that would land you in court if you tried them out in the real world. Wheelbase may vary by model, but all of the cars are roughly equal in performance characteristics until you start tinkering with component options. As you unlock options, you'll be able to rebuild your machine from the ground up, adding new features as you develop the skills to control them. Engines vary from the humble and manageable V4 to the insanely powerful Turbo V12. Similarly, Normal handling is perfect for beginners, but advanced players will be able to upgrade all the way to touchy and responsive Extreme handling. The tires you choose can also make a big difference in the outcome of a race. Racing slicks will give you excellent traction on smooth surfaces but will doom you to last place if you slide into the grass. Off-road tires will give you the option of taking shortcuts but will slow you down on the track. You can also change superficial features like a car's color or wheel rims.





Seven cars are available at the start of the game. After you've unlocked optional car upgrades, you can tailor your vehicle to your racing style and specific challenges.

Formula 1

8-Ball

Rocket ZX

Bruiser

Locust LX

Mini XS



Crusher



Euro LX



Panther



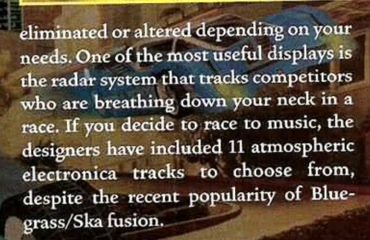
San Francisco RUSH 2049

TURN YOUR WORLD AROUND

If it isn't enough for you to mix and match the features on your car, Rush 2049 lets you adjust many aspects of your racing environment. Even though we all know global warming has turned San Francisco into a year-round tropical cesspool, the game allows you to manipulate the weather and track conditions. You can even shroud the tracks in dense fog that used to creep in off the bay, obscuring turns and jumps. You can also adjust the gravity to simulate the G-forces found on the moon or Jupiter. If you want to shake up the pack on big jumps, try ratcheting up the wind to gale force conditions. In Single Race Mode, you can put from one to five drones on the track and adjust their skill levels. Make the other racers immortal, or have them taken out of the race after they crash. Virtually all the displays can be



eliminated or altered depending on your needs. One of the most useful displays is the radar system that tracks competitors who are breathing down your neck in a race. If you decide to race to music, the designers have included 11 atmospheric electronica tracks to choose from, despite the recent popularity of Bluegrass/Ska fusion.



WINGED VICTORY

Originally designed only for the Stunt Mode, the retractable, rocket-assisted wings were too much fun to be excluded from the rest of the game, according to Loren Bryant. The wings may initially seem like a crutch for inexperienced drivers to correct bad jumps, but you'll quickly learn that they are not a safety feature. A wrong adjustment can send you into an uncontrollable spin or forward tumble if you aren't careful. In the hands of an expert driver, however, the wings can be used to pull off incredible, high-flying stunts in any mode. The wings allow easier access to some shortcuts.



ILLICIT THRILLS

Ever since President Martinez signed the Violent Motorsports Act of 2039 into law, stunt jumping, obstacle racing and automotive combat can be practiced only in government-free zones, like Idaho. Midway's virtual thrills and spills are as close as most law-abiding citizens will ever get to those illicit activities. All that's missing is the traditional emergency room interview after the competition. You may recognize some similarities to the obstacle course from a long since cancelled netcast game show that shall remain nameless...by court order. Just like the contestants on that show, you have to drive through a gauntlet of diabolical car-crushing machinery and suspension-destroying terrain before time runs out. It starts out with swinging spikes that knock you into a bottomless pit, then it starts getting pretty dangerous. While Obstacle Mode is an amusing diversion, Stunt Mode constitutes a completely new game. Essentially freestyle driving, Stunt Mode gives you up to 20 minutes to perform the most hair-raising, acrobatic jumps possible on one of four different courses. The racing venues may range from a neon-lit arena with a central tower to a chaotic natural landscape filled with rocks and water, but each of them gives you plenty of options for creating absurd stunt combinations. Points are awarded based on the extremity of your stunts and how many flips and spins you execute in a row. Up to four players can compete simultaneously to see how many points they can score in the allotted time.







The obstacle course is more a puzzle to be solved than a race to be won. Getting through its lethal booby traps and car-unfriendly environs is one of the toughest tests you'll face in Rush 2049.







DEMOLITION DERBY

The brutal racing found in the other modes seems like child's play compared to the multiplayer melees you encounter in Battle Mode. Driving is secondary to fighting as you hunt down opponents in seven different arenas to blast their cars to kingdom come. The first player to score a predetermined number of hits on opponents wins the battle. Power-ups—such as Plasma Cannons, Missile Launchers, Gattling Guns, cloaking devices, energy shields and health boosts—are scattered around the arena to help you better defend yourself. As in other modes, you can adjust your car's capabilities to suit your driving style and alter the environment to enhance game play.



MOTORING HOME

Rush 2049 is revving up to make tracks for your N64 in September. With all the high-octane action Midway has packed into the Game Pak, you may choose to drive in the safety of your home rather than venturing out into the city smog. The game boasts high-resolution graphics, when used in conjunction with an Expansion Pak, and supports both Rumble Paks and Controller Paks. Tear through the sequence of races in Circuit Mode to unlock all the tracks. As you continue to race and explore, you'll eventually unlock all 13 cars and discover new ways to get more out of the courses. Learn to activate color-coded switches on the tracks to open up new areas, coins and features. Take to the air again and again without jeopardizing the safety of the citizenry or the integrity of your car's suspension. The future is now for monster jumps and implausible landings. No one will give you a ticket for breaking the laws of physics.

NFL QUARTERBACK CLUB™ 2001

Acclaim spent the off-season patching up holes in last year's N64 game and has returned to the field with its Quarterback Club franchise, looking like the contender it once was.

EVERYONE E CONTENT RATED BY ESRB

SPORTS

Silky Smooth



The frame rate has been increased dramatically, improving upon last year's choppy, awkward animations. Now you can enjoy the impressively detailed images as they glide downfield.

Making a Big Comeback

Not only have the animation and game play improved immensely from last year's version of QB Club, new features have been added to increase the overall depth of the game. For example, ball carriers lower a shoulder and blast through a defender, fulfilling the "turbo boost" effect that was missing in the past; historic simulations put you at the helm of a losing Super Bowl team in an attempt to recreate history; and custom teams can play a full season or playoff. The game is licensed by the NFL and the Players' Association, and the same fantastic high-res N64 graphics are on display.

No Butter Fingers



Gamers who were frustrated by the required "catch button" in the 2000 edition will be relieved to know that receivers in 2001 automatically grab the ball without assistance.

4 Players



Season



Simulation



Ground Game

The NFL might have become a razzle-dazzle passing league last season, but a solid ground game is still essential for keeping the defense honest. If your team has an elite back, you may choose to run the ball more often, using both sides of the field. But we're going to suggest a few plays that will come in handy for any team during specific moments in a game.

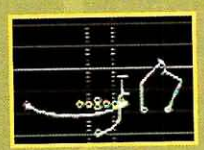
Goal Line, 34 Power - Punch it.

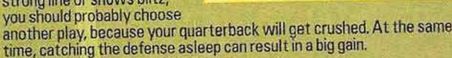




This is the perfect play when you need to pound the ball for one or two yards and get a first down or touchdown. The fullback lines up in front of the halfback, giving the illusion that the fullback will block. Instead, the QB subtly hands the ball to the fullback while faking a pass. Since the halfback is a decoy, there is no extra blocking, which limits the effectiveness to one or two yards.

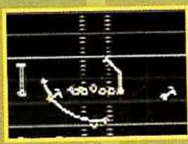
3-Wide, 83 Willy - Surprise





The QB drops back for a pass but waits for the wide-out to cut behind and receive the ball. If the defense has a strong line or shows blitz, you should probably choose another play, because your quarterback will get crushed. At the same time, catching the defense asleep can result in a big gain.

Shotgun, Gun Sweep - Short Gain





The third-option back will stand beside the QB and immediately get the hand-off. A hole will be created on the left as the defense expects a pass. The play keeps the opposition off-balance and will usually result in a few yards. The lack of a blocking back limits the benefit of the play.

Double TE, Power Toss - Sweep





This works best with a top-notch back who can turn the corner and gain yards at will. Be sure to flip the formation and use both sides of the field. If the defense senses a pattern, you'll find yourself losing yards every time. Use it sparingly and concentrate on pounding the middle.

Formation Check

By becoming familiar with various offensive formations, you'll be able to predict plays on defense. Likewise, a quarterback who is aware of defensive alignments has a better chance of leading his team down the field.



Audibles

One of the most important tactics on both sides of the ball is using audibles. For example, if you call a long bomb and notice the defense is blitzing, you'll want to switch, on the fly, to a quick slant or screen.



Block It

If the opposition is in field goal range and only down by a few points, set up a kick-blocking defense. Use the jump button to attempt the deflection. If your opponent is known for trickery, watch for a possible fake kick.



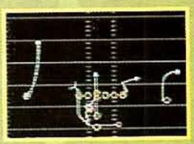
Punt Return

Returns up the middle typically have the greatest chance of producing a score, but if your opponent is likely to angle the kick toward a sideline, set up a play to run across the field, away from the oncoming defenders.

Aerial Attack

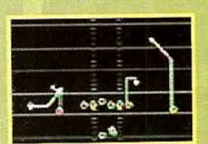
After establishing the run, you'll need to focus on the pass. With a bevy of high-flying star receivers like Randy Moss, Isaac Bruce, Joey Galloway and Marcus Robinson, there has never been a better time to air it out deep and often. Playbooks are filled with quick slants, halfback screens and shotgun bombs. There three plays should get you started.

I-Form, 123 Boot - Big Gain



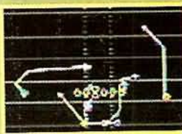
The I-Formation causes the defense to prepare for a run, but the play is a bootleg fake. After the QB bluffs a hand-off to the halfback moving left, he spins to the right and fires a quick pass to the opposite side of the field. Be prepared to suffer a sack if the defense blitzes.

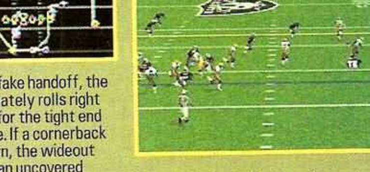
Shotgun, Crackback - Fast Yards



On the left side, the tight end will attempt to set a pick for the wideout. The QB should roll left and drop a short pass to the cutting receiver. If the blocking is successful, the receiver will have some room to run for extra yards. The right-side wide-out will go deep as an alternative.

Pro-Set, TE Quick - Good Yards





After the fake handoff, the QB immediately rolls right and looks for the tight end off the line. If a cornerback drops down, the wideout should be an uncovered option. When linebackers are blitzing, the play will gain major yards. A quick trigger often draws a pass interference call.

Clock Management



After our great tips help you build a huge lead, don't be foolish and let it get away. Run the ball often at the end of the game and always stay in bounds! Don't try a fancy pass, or the defense might pick it off and score. Take a knee to waste time if your opponent is out of timeouts.

Season of Parity

By taking a glance at the team rankings in various disciplines, the parity in the NFL is evident. While the Rams are an obvious offensive powerhouse, they're nowhere to be found in the top five of any defensive categories.

Passing

1. Packers
2. Colts
3. Rams
4. Patriots
5. Jaguars

Receiving

1. Rams
2. Vikings
3. Titans
4. Cowboys
5. Buccaneers

Pass Defense

1. Panthers
2. Colts
3. Buccaneers
4. Packers
5. Steelers

Run Defense

1. Redskins
2. Dolphins
3. Bengals
4. Ravens
5. Patriots

Rushing

1. Titans
2. Rams
3. Colts
4. Falcons
5. Redskins

Special Teams

1. Lions
2. Ravens
3. Seahawks
4. Jaguars
5. Dolphins

Fourth and Long

Special teams are typically the most underrated faction of a football squad, despite the fact that a field goal or punt return can often determine the final outcome of the game. Special teams are responsible for setting the tone by giving the offense good field position. They may even pull some trickery and turn a dire situation into a touchdown.

Three Are Better Than None

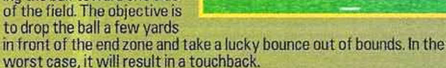


When attempting a field goal, align the directional arrow to the outside of the upright. The ball will typically have some hook (or slice, depending on which side the snap is coming from). So, if you aim between the poles, you'll often miss. If playing outdoors, check the wind.

The Coffin Corner

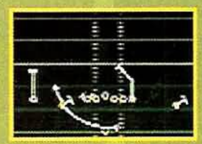


When you're punting from inside the 50, always go for a coffin corner-kick by lofting the ball toward one side of the field. The objective is to drop the ball a few yards



in front of the end zone and take a lucky bounce out of bounds. In the worst case, it will result in a touchback.

Fake Punt, Run Play



This play is effective, but for only one or two yards. Be sure to pull it out of the bag only if you're looking for a short gain. The halfback lines up to the right of the center, preparing to block, but the ball is snapped directly to him. He can then dash through a hole on the right.

Fake Punt, Pass Play



There are two types of plays to choose from. The short route sends the left receiver cutting across the middle while all other receivers turn around after five yards and look for the pass. If you need more than a few yards, pick the second option, which sends all receivers deep.

Play Coordinator

Playbooks are designed for each team according to real-life tendencies, but you might disagree with a team's philosophy or want other plays to pick from. The playbook creator gives you the ability to become the coordinator.



Just Your Style

Not enough deep bombs for that star receiver? Create your own by selecting from the enormous master list of plays. If you've traded or created players, find formations that will take advantage of their talent.



Free Agents

A large pool of available players is at your fingertips, and created players are automatically added to the free agent list. Be sure to select players who will perform well with your playbook, but watch your salary cap!



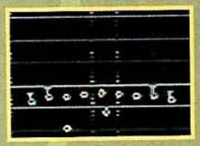
Create-a-Player

Is there a hole in your defensive or a lack of speed on special teams? Turn to Create-a-Player and build that missing link. There's a wide variety of attributes to edit but a limited number of skill points that must be distributed wisely.

Hasty Celebration

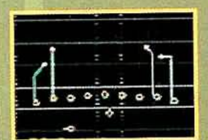
The NFL is notorious for end-zone celebrations, such as the Dirty Bird or Mile-High Salute. The league even had to penalize one of last year's gestures. QB Club includes its own array of dancing and jiving, but once you've scored, your work is far from over. A PAT or two-point conversion could determine the game's final result.

Point after Touchdown



On defense, select the middle linebacker and run straight up the middle to attempt a block. If you need two points on offense, consider a fake field goal. The holder can either run or pass. Since the holder is typically a quarterback, the pass play is more likely to result in a score.

Two-Point Conversion



When trying for a conversion, you get one chance to move successfully three yards into the end zone. Don't use a goal-line run—they usually yield only one or two yards. Unless your halfback is a star, try a quick slant or screen pass that you've become comfortable with.

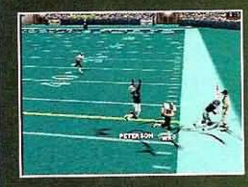
Stopping the Clock

Time is precious when the clock is ticking down and you're trailing by a few points. There are several ways to freeze the seconds, but knowing when to use each method is the real key to pulling off a miraculous victory.



Spike It

After a long gain, you can select "Stop the Clock" from the playbook, which will cause the QB to spike the ball as soon as he gets the snap. You can also throw the ball away with the R Button if you find yourself in trouble.



Out of Bounds

When time is running out, run all patterns toward the sideline and head out of bounds as soon as you catch a pass or break a run. Sometimes a QB will throw a pass out of bounds if he can't find a receiver. Beware of a grounding call.



Time-out!

Those coveted three time-outs will come in handy late in the game. Typically, a team will try to use its time-outs near the two-minute warning. In other words, use one right before the clock hits 2:00 and one immediately after.

Peculiar Pigskin



This is a video game, and what would a video game be without a little wacky and wild fun thrown into the mix? After you discover a cheat, enter it in and enjoy the absurdity. For example, you can play with an enormous football or oversized players. Sorry, but we're not giving away any cheats yet. They're not guaranteed to work, but you may want to try some of last year's cheats—you never know.

Two-Minute Drill

Time is running down on this article, so we'll have to trigger the no-huddle offense and quickly snap a few final comments on QB Club 2001. The graphical detail is, once again, astonishing. You can see the glaring eyes of the hungry linebacker and the oversized belly of the portly offensive lineman. Each stadium is recreated to perfection, and the Historical Simulation Mode features accurate Super Bowl logos from years past. The name of a created team is even painted beautifully in its home end zones. Play-by-play is done well by Randy Cross and Mike Patrick—simple, effective and, most importantly, not annoying. Acclaim had a lot of work to do to revive their popular series, and they delivered.

StarCraft 64

Start scrambling your alien armies for war on barren planets. Starcraft 64 is finally here. Blizzard Entertainment and Nintendo have successfully spliced together two installments of the PC favorite to create a brood of solo strategic challenges and two-player tests on the N64. Warp forward to the last three campaigns on the Game Pak, where our strategies will give you a psionic boost to victory.

EXPANSION PAK INFORMATION		
FEATURES AVAILABLE	WITHOUT	WITH
Solo Missions	✓	✓
Multiplayer Missions		✓
Brood War Missions		✓
APPROXIMATE % OF GAME AVAILABLE TO PLAYER	35%	100%

TEEN T CONTENT RATED BY ESRB

NP: HOW IT RATES

The world of Starcraft is filled with scenes and sounds of carnage and devastation, making it unsuitable for players under the age of 13.

future history

The first three chapters of Starcraft's interstellar conflict were well-documented in Volume 125 of Nintendo Power, so commanders should consult the earlier briefing before launching campaigns on the later, more difficult Brood War levels. Throughout the game—three different species-Terran, Protoss and Zerg—are locked in a struggle for survival and galactic domination. Each campaign allows players to take control of one species.

Prelude to Brood War



The early Terran levels provide an introduction to real-time strategy then ramp you up to the chaos of full-fledged war. Help the Terran colonists as they struggle against their Confederate overlords and the relentless Zerg. The progression of building weapons and training troops is more intuitive than with other species.



It's not easy being green, ravenous and brutal. Control the Zerg scourge as it spreads like a virus across the galaxy. Manipulate the hivelike forces, breeding different creatures to accomplish specific objectives—like burrowing underground or spitting deadly acid—in the war against Protoss and Terran forces.



On the other end of the spectrum from the Zerg, the Protoss rely on their advanced technology and psionic abilities to further their cause. Their weaponry is very effective but much more time consuming and expensive to produce. The first campaign concerns the struggles of the maverick Protoss general, Tassadar.

protoss

As the second Protoss campaign begins, the psionic superbeings face the difficult challenge of rebuilding their civilization. Their homeworld of Aiur is now a smoldering cinder after their grim victory over the Zerg Overmind. A rabble of Zerg forces remains on the planet, destroying any living thing it can lay its razor-sharp appendages on. For the Protoss to survive, they must find a new way to eradicate the Zerg threat through an alliance with their estranged brethren: the Dark Templar. The long road of war winds on.

4.1 escape from aiur

MISSION OBJECTIVES:
- Get Zeratul to the Warp Gate
- Ensure Zeratul's survival

A mass exodus to the Dark Templar homeworld of Shakuras is the last hope for the Protoss survivors of Aiur. The Dark Templar Zeratul has agreed to lead the refugees to their new home, but to do so he must reach the Stargate on the far side of the Zerg front. If the Zeratul fails, the Protoss will be as good as extinct.

Root Canals



Five Nydus Canals block the beginning of your route to the Stargate. The transfer stations allow Zerglings to zip across the battlefield, so you should quickly destroy them.

Charged Up



Keep Zeratul out of the fray while moving as many forces as possible to the Protoss base on the northern part of the battlefield. Recharge your units at the Shield Battery.

Final Kick



As you near the Stargate, your best strategy is to distract the enemy with your remaining units while moving Zeratul through no-man's-land as quickly as possible.

4.2 dunes of shakuras

MISSION OBJECTIVES:
- Build a base
- Destroy the Zerg base

Any hopes of a clean escape from the Zerg are dashed once the Protoss reach Shakuras. The monsters have somehow established a foothold on the Dark Templar homeworld, and Zeratul must gather up his rag-tag troops then build a fighting force to find and destroy the Zerg base before the situation gets out of control.

Cannon Fodder



The Zerg will send a variety of units to attack your base while you go through the process of building your forces. Position Photon Cannons on the vulnerable south end of your base.

Base Annex



Your initial base will not be able to generate enough troops for a sustained attack on the Zerg. Find more resources then build a second base including Photon Cannons to repel Zerg assaults.

Demolition



Don't take the fight to the Zerg units. Their superior numbers will eventually wear down your forces. Property destruction is enough to fulfill the mission objectives.

terran

Patient is a word you would never use to describe the United Earth Directorate, and even the small amount of restraint it had shown the Terran colonies has evaporated. The UED is determined to regain control of the colonies through the use of its mighty war fleet. Admiral Gerard DuGalle has been dispatched to find and capture the new Zerg Overmind on the planet Char. His ultimate aim is to wrench power from Emperor Mengsk I and crush the Terran Dominion.

5.1 first strike

MISSION OBJECTIVES:
- Destroy the Enemy Command Center

As Captain of a UED assault force, you've just stepped out of your cryogenic sleep chamber and into a firefight. The UED must begin its drive through Dominion territory on the planet Braxis, an outpost filled with enemy troops. You must destroy a Dominion Command Center to capture critical information in the capitol city of Boralis.

Break Camp



Build up a sizable force then take out the Dominion camp to the east. You'll need to destroy the Barracks and all of the defenders so your forces can take advantage of nearby resources.

Gas Dispenser



Rendezvous with Samir Duran's Confederate Resistance troops then quickly harvest the Vespene Geyser to build up a force of Goliath Walkers and Siege Tanks.

Endgame



Follow Duran's lead to find the back door of the Dominion Command Center. Use Marines and Goliaths to guard your Siege Tanks as they tear up the main building.

5.2 dylarian shipyards

MISSION OBJECTIVES:
- Steal Battlecruisers
- Defeat the Dominion Strike Force

Thanks to critical information from the Confederates, the UED has learned of several Terran Battlecruisers at the Dylarian Shipyards. If your forces can capture the shipyards, the Battlecruisers will be yours for the taking. The powerful vehicles give you the firepower needed to overcome the Dominion Strike Force.

First-Aid



The early battles on this level can be won easily by using Marines in conjunction with Medic units. As the Marines take damage in a firefight, the medics can heal them on the fly.

Lock 'em Down



Make sure Dominion vehicles never get off the ground. Use your Ghost units to sneak into Dominion camps to sabotage Tanks and Science Vessels using "lockdown."

Metal Medics



The enemy's Ghosts will quickly use the lockdown tactic against you, immobolizing your tanks. Send in your Medics at once so they can use Restoration to fix the disabled tanks.

zerg

Despite their frightening appearance and vicious demeanor on the battlefield, the Zerg may not be as bad as you thought. The real villain in the war appears to be the United Earth Directorate, which seeks to control every planet and being within its reach. The UED has bent the mindless Zerg to their will with a Psi Disrupter, turning the powerful creatures into deadly slave warriors. Backed into a corner, the infested Kerrigan has assembled an alliance of UED foes to stop the directorate.

6.1 vile disruption

MISSION OBJECTIVE:
- Save all hives from destruction

As the Zerg-infested Kerrigan recruits Fenix and Jim Raynor to her cause, the UED's Psi Disrupter signal finally reaches her brood on the planet Tarsonis. Many of her Zerg warriors are now beyond her control and have begun tearing apart their own hive clusters. Saving the hive infrastructure is critical to the war effort.

Hive Security



Remember that you're on a rescue mission. Don't leave a hive cluster until you've policed the surrounding area for enemy Zerg forces. Remaining enemies will continue to tear up the hive.

Western Front



After you defeat the assault on the fourth hive cluster, you'll have to fend off a two-pronged attack from the north and the west. Concentrate your stronger units on the west side.

Quick Trip



The Nydus Canals near the sixth hive cluster can quickly transport your Zerg fighters to another set of canals near the seventh hive. A battle awaits you there.

6.2 reign of fire

MISSION OBJECTIVE:
- Destroy the Psi Disrupter

The time has come for Kerrigan to take back her rightful place as the leader of the Zerg Broods. She and her allies—Jim Raynor and Arcturus Mengsk—have hatched a plan to destroy the Psi Disrupter's power source. Once the generator is destroyed, Kerrigan's forces will be able to recapture renegade Zerg with a Psi Emitter.

Brood Building



Round up Zerg stragglers then put them to work. Two Drones near your starting point are a good place to start. Put them to work harvesting minerals and creating an Extractor.

Valuable Valley



Don't leave your base unguarded as you drive your Brood toward the Psi Disrupter. Terran troops will invade the valley to cut off your resource lifeline. Protect your Drones and structures.

Cut Crystal



Set up your second base when you find more mineral deposits. You'll need to build up strong armies for your final assault. Demolish the Disrupter to finish the mission.



two-player

The expansive array of challenges available in Two-Player Mode should be enough to satisfy even the most battle-hungry zealot. Volume 125 of Nintendo Power covered some of the basic scenarios, but you'll quickly discover that the complexities of each map can dramatically change your specific strategy. The following tips should give you a tactical foundation for devising your battle plans.

battle tactics

Workforce



It may be tempting to build soldiers right off the bat, but it's usually more prudent to pad your workforce instead. More workers lead to faster harvesting, and more resources can create more powerful weapons.

Cheap Shots



The war is won by the last beings standing on the battlefield, not the side that fielded the coolest weapons. Basic soldiers may not be interesting, but you can create a lot of them then overwhelm your enemies.

Keep Building



If you have the resources, then your structures or workers should always be at work creating something. Steady production is the way to go—you won't have time to manufacture soldiers when you really need them.

New Harvest



Immediately bring workers to any untapped mineral deposits you discover. If you can speed the harvesting process on two fronts, you'll win the arms race and deplete the mineral deposit so your opponent can't use it.

Pincer Move



When possible, split your forces then attack an enemy from two directions. It's difficult to defend your territory in a multiple-front battle. The confusion may give a smaller army the advantage.

Be Committed



Don't wimp out when the battle doesn't seem to be going your way. Be prepared to dump more troops into the fray until you're victorious. You'll gain little by retreating—so stick with your plan.

Base Attacks



When your opponent goes on the offensive, attack his base. He'll be forced to redirect his attention—and many of his troops—to defending his resources. Be sure to defend your own base in the process.

Bad Neighbor



Move into your opponent's neighborhood by setting up a second base near his compound. It provides an extra layer of defense and concentrates the battles on your opponent's home turf.

cosmic conquest

The battles described in these pages are just the tip of the Mineral Crystal. Each of the six campaigns in Starcraft 64 has many diabolical scenarios you'll need to blunder through before you'll find a workable strategy. Even after you've beaten the scenarios, the open-ended nature of the game allows for hours of action as you try to find new and better ways to conquer the galaxy.

Disney's

"DONALD" @#DUCK?*!

THINGS ARE JUST DUCKY IN DISNEY'S DONALD DUCK, THE FIRST 3-D ADVENTURE STARRING EVERYONE'S FAVORITE SAILOR BIRD, COMING SOON FROM UBI SOFT.

Get Quackin'

A little over a year ago, Ubi Soft revealed that it would be making adventure entertainment titles based on Disney characters. The company's first Disney-related N64 offering is almost ready, and it stars none other than that Quack-man, Donald Duck. The game has a colorful, wacky, cartoony look and feel, from the level design to the enemies and the hero himself. Donald is a bundle of emotions, and his life meter in the game reflects that. When Donald takes damage, his mood changes from happy to angry, and you can see it in the way he moves, the angle of his sailor hat, and the sounds he makes when he hits an enemy. It's almost like you're playing a cartoon.





Defy
Gravity.
Proline Team.
PROLINE TEAM
FRAME 6061-T6 Aluminum tubing.
FORK 100% 4130 Butted Chromoly.
CRANKS RL® Flight Cranks - 180mm.
WHEELS Alex Super B rims, Compe III's.
BRAKE
Tektro BX-20 w/Talon lever.
TEAM REDLINE
ADAM STRIEBY
BUBBA HARRIS
JOHN PURSE
PAT MILLER
www.redlinebicycles.com
REDLINE
CPSC Equipment included but not shown.
Official Team CoSponsors
KOOL STOP
NINTENDO POWER
TIOGA
SHIMANO
FLICK TRIX

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



CODES ON THE ROCKS

For the Asteroids purists floating out there in hyperspace, Crave's update of the vintage video game features the original version of the 1979 classic. The normal way to unlock the old-school mode is by destroying the green, vector asteroid that appears in level 15 of Zone 1. If you shoot or crash into it, Classic Asteroids will appear as an option on the main menu. Or, if you'd rather catch up with old times without having to survive 15 rounds of rock-blasting, enter in the first code listed below. Of course, you could always make those 15 rounds a bit more manageable by punching in the second code, which will allow you to turn collisions off so you'll be not only invincible, but the worst enemy an asteroid could have since Bruce Willis.

DESCRIPTION	CODE
UNLOCK CLASSIC ASTEROIDS, CREDITS AND RELENTLESS MODE	(AT MAIN MENU) PRESS AND HOLD L + ◄, ►, ▲, ▼, A, ▲, ▼, ◄, ►, START
UNLOCK CHEAT MENU	PAUSE GAME, PRESS AND HOLD L + ◄, ◄, ►, ►, B, A, ▲, ▲, ▼, ▼, START



For a never-ending round of Asteroids, unlock the Relentless Game that will appear as an option in Single-Player Mode.



With the cheat menu, you'll be able to skip ahead to other zones and disable collisions with those pesky asteroids.

EXCITECODES RIDE AGAIN

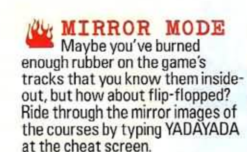
Possibly the most exciting thing on two wheels since the motorcycle chase in *Mission: Impossible 2* is word of new codes for Excitebike 64. OK, so maybe unlocking Night Mode is hardly an explosive nail-biter, but it's still pretty cool. To unlock the cheat or the other two Excitebike 64 codes revealed this month, roll into the main menu, press and hold L, right C and bottom C, then tap A. When the cheat menu pops up, type in the code words listed below. That is, if you can do it before they self-destruct in ten seconds. Ha! How's that for excitement, Mr. Cruise?

TRICK MODE

Forget Easy Rider. Type in TRICKSTER to make for even easier riding. By activating the code at the cheat menu, you'll enable all stunts, filling your bag o' tricks to the brim with all the two-wheelin' and freewheelin' derring-do you could possibly do.



MIRROR MODE



Maybe you've burned enough rubber on the game's tracks that you know them inside-out, but how about flip-flopped? Ride through the mirror images of the courses by typing YADAYADA at the cheat screen.



NIGHT MODE

How do you turn out the lights in Excitebike 64? If your answer was "use MIDNIGHT as your code word," you were right. If your answer was "put my helmet on backward," whoever is reading this to you probably shouldn't leave you alone when you play with video games or other electrical things.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

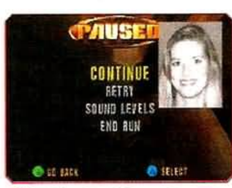


TWO FOR THE LADIES

Elissa Steamer isn't the only female in Tony Hawk's Pro Skater. By far, the best rider in the game is the hidden character, Private Carrera, a woman who boasts maxed-out stats in every department. To unlock her, pause your game, then press and hold L while tapping left C, bottom C, right C, bottom C, then Up, Right and Left on the Control Pad. No audio or visual clues will indicate that you've activated the code, but the next time you spin your wheels at the Select Player screen, Private Carrera will be ready to take for a spin.



She may be 41 years old, but Private Carrera skates like the best of them. And, actually, she is the best of them.



Who the...? Pause the game, press and hold L, then tap left C, bottom C, right C, left C, bottom C and right C to display a girl's portrait.



SPEED (BATTLE) ZONE AHEAD

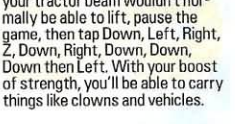
Tanks are supposed to be slow. And if you put them in outer space, the low gravity will make them even slower. For those of you who just want to keep things rollin' along at a fast pace, use this month's speedy code for Battlezone 64: Rise of the Black Dogs.



At the main menu, press and hold Z and R, then press any C Button. You'll hear a sound if you entered the code correctly.



With your well-oiled treads set to overdrive, you'll be able to cruise across the galaxy in no time.



ROCKET BLASTS OFF WITH MORE TRICKS

Keeping an amusement park up and running is no easy task (insert Euro Disney joke here). At least the job can be easier for Rocket, the star of the self-titled game from Ubi Soft, thanks to some codes. To activate any of them, you must enter in the Control Pad and button sequences while your game is paused. Once you've activated them, you can resume playing without skipping a beat—with the exception of the Undo All Cheats code. Unlike the other codes, that cheat will start you out at the beginning of your current level as soon as you activate it.



SUPER GRAB

To heave heavy items that your tractor beam wouldn't normally be able to lift, pause the game, then tap Down, Left, Right, Z, Down, Right, Down, Down, Down then Left. With your boost of strength, you'll be able to carry things like clowns and vehicles.



SUPER GRAPPLE

Rocket's grappler has a very short range, but you can extend his reach by pausing the game and tapping R, R, Right, Up, Z, Left, R, Z, Left then Up.



SUPER JUMP

Though the super jump doesn't allow you to catch as much air as the low-gravity jump detailed in Volume 132, activating the code at least won't restart you at the beginning of the level. Pause the game and hit Down, Up, Down, Z, Up, Up, Up, R, Up then Z.

UNDO ALL CHEATS

You can enable as many codes as you want while playing. To deactivate all of them in one swift move, pause the game and press Up, Z, Right, Up, Down, R, Up, Down, Down then Up.



STAR WARS ROGUE SQUADRON

AT LEAST IT'S NOT JAR JAR BINKS...

Like an eager Ewok, those *Star Wars* codes just keep coming out of the woodwork. It's been well over a year and a half since Rogue Squadron came out, and not all of the game's codes have surfaced. These two new ones work like the HARDROCK code revealed last year. By typing in one of the codes at the Passcode section of the Options menu, you'll replace Luke Skywalker's face on the title screen with a mug shot of one of the game's developers.

BERGLOWE
Talk about a disturbance in the Force... Replace Luke's face with one of the game developer's by using BERGLOWE as your passcode. R2-D2 will beep if you've successfully activated the Jedirrific makeover.



WUTZI
Luke's face won't change as soon as you've typed in WUTZI or BERGLOWE. To see his face-lift, wait for the game demo to run or select a game file. When you reach the Select Level screen, keep tapping B until you return to the title screen, where Luke then will be sporting his new look.



RR64 RIDGE RACER 64™

GET INTO THE CADDY SHACK

Ridge Racer 64 boasts a bevy of cars, many of which you can unlock by beating records. But the fastest car on the circuit unlocks via some trickier criteria. Rev your engine at the start of Grand Prix Mode's first track. As soon as the race starts, do an about-face and drive into the barricade that was behind you. If you keep trying to drive through it, the wall will eventually disappear. As soon as that happens, the race will reverse directions. Speed through the backward course as fast as you can since the rest of the pack will have quite a jump on you, depending on how long it took you to drive through the wall. By finishing first in the reverse course, you'll win the keys to a brand-new car—the Caddy.



Turn around as soon as the race begins and ram the barricade. Once you break on through to the other side, you'll race on a reverse course. Place first to unlock the Caddy.



The Caddy is the fastest car in the game. The tradeoff is that its acceleration is poor, making it hard to recover from collisions with hazards that you'll inevitably hit traveling at such breakneck speeds.



STUNT TRACK DRIVER

ALL TRACKS AND THE TWIN MILL

The Twin Mill is the coveted car in the Hot Wheels garage, and you can get the keys to it by entering in the following sequence as a password: Down, Left, Up, A, Down, Right. And just so you'll have some new stretches of orange, plastic racetrack for road testing your new ride, the code will also unlock three new courses—the Barn, Kitchen and Game Room.



The code unlocks all tracks and the Twin Mill, the definitive, classic Hot Wheels car designed 30 years ago.



SECRET IN THE SNOW

Winter and snowboarding season may be a ways off, but this month's code for Infogrames' Boarder Zone is as fresh as falling snow. To unlock a secret slope, ride into the password section of the game and type in 020971. A message reading "Secret Track" will appear on screen if you've entered in the password correctly.



You can earn a secret track by finishing Race Attack Mode, or you can unlock it with the password.

Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

Classified information



RETURN OF THE KONAMI CODE

Konami's International Track & Field 2000 is available only as an exclusive rental at Blockbuster. If your game's due date is closing in on you and you still haven't won the medals you need to unlock the four secret events, tap in the button sequence that Konami has been putting in its games since the dawn of the NES.



At the title screen, tap the Control Pad Up, Up, Down, Down, Left, Right, Left then Right, and press B and then A. You'll hear a blip if you've entered in the classic Konami code correctly.



The code will unlock the Vault, Triple Jump, 100-Meter Breaststroke and Trap Shooting. Normally, you'd have to medal in every event to unlock them, but the code opens them for free play in Trial Mode.



KNOW YOUR CODES

Come to think of it, there's no such thing as cheating in wrestling, so these sneaky tricks are really just alternate ways of bending the rules of fair play. To use your opponent's personal move, strong-grapple the fighter, then press A and B simultaneously while moving the Control Stick in any direction. To steal your opponent's taunt, rotate the Control Stick counterclockwise. And while imitation is the sincerest form of flattery, flattery will get you nowhere, especially in the down-and-dirty world of wrestling. Instead, get ahead by getting in-ring assistance from your manager. If you're the first to enter the ring, press and hold top C, bottom C and Z on Controller 3 (use Controller 4 if you're the second in the ring).



What, you don't like the way I do business in the ring? Then take it up with my manager!



FIELD OF CHEATS

Acclaim's All-Star Baseball 2001 sports the exact same codes that popped up in last year's All-Star Baseball 2000 for N64. For the love of the game and the sake of the Acclaim baseball rookies and fans who want a recap, we're rerunning the codes along with the brand-spankin'-new aluminum bats code that works only for All-Star Baseball 2001. Regardless of whether they're old or new, all of the codes are dandies and all must be typed in at the game's cheat screen.

CODE	DESCRIPTION
BCHBLKTPTY	BIG BALL MODE
FLYAWAY	PLAYERS FLY BACK TO THE DUGOUT
MYEYES	NO TEXTURES
TOMTHUMB	TINY PLAYERS
WLDWLDWST	BALL TRAIL MODE
WTOTL	BLACKOUT MODE

ALUMINUM BATS

Save a tree by stepping up to the plate with an aluminum bat. The code HOLLOWBATS will unlock it. To deactivate the code or any other secret feature, reenter the cheat.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.

Titus is hitting center stage this month with Blues Brothers 2000, a Banjo-style adventure for the N64 based on the Dan Aykroyd movie. We're here to make sure you won't be singin' the blues.



BLUES BROTHERS 2000

Step up and get down

Elwood Blues isn't bad–just misunderstood. Sure, he's just finished a stint in prison, but it was all because of a silly mistake (okay, and some property damage) when he tried to deliver a big donation to the orphanage where he grew up. As Elwood, you must reform your blues group, win the battle of the bands and help your old teacher, Sister Mary Stigmata, look after an orphan named Buster. Besides the one–player adventure game, there's a multi-player mode where you can–believe it or not—compete in dance contests against the other Blues Brothers!

Gearing up for the Road

Notes

In each of the four levels, collect ten notes to complete a song and open the next level.

Hearts

Hearts refill one unit each on your health meter. They become scarcer as the game progresses.

Crystal Hearts

Grabbing the extremely rare Cystal Hearts will increase the length of your health meter.





Keys

Each level is made up of several stages, and the entrances to many of them are locked.

Coins

For every 100 coins you collect, you'll earn an extra life. Chump change these are not!

Jukeboxes

Touching jukeboxes will save your game automatically, and there's a manual save feature, too.

Joliet Prison

You've been livin' the big house blues long enough, and it's time to bust out. The crooked warden wants to keep you in solitary, but bars and walls can't hold this bad boy. The first few stages are located around a central hub inside the prison.

Duct Room and Electric Cell

In the first stage, kick the covers off the air ducts and crawl in. You'll be launched up to the windowsills. In the second, just jump off the ledges. Most any fall (except into a pit) can't hurt you.



You'll find a button on each windowsill. Stomp on them (jump and then press Z) to activate them. Press them in order from one to three.



Once all three window buttons are pressed, a button will appear on top of the guardhouse. Press that button then defeat the guard.



In the cell with the electric gates, punch and kick the two wall switches to activate the elevator platform in the center of the room.

Padded Cell and Cafeteria

In the padded cell, you must guide the inmates to the nurse by stepping on buttons. Mayhem is on the menu in the cafeteria, where you'll play a concentration-style game to free your axe man, Caleb.



The buttons will make the prisoners walk in the opposite direction—if you step on the button pointing left, the inmate will walk right.



Stomp on the trays to make words and symbols appear. Match them to drop pots on the cook's head. Dodge the slop she dishes at you!

Cell Block A and the Warden

The next stage is crammed with prisoners and guards, but don't let them discourage you from exploring thoroughly. When you meet the warden, try to keep the camera focused on him as you battle.



In the cell block area, you can bounce on some minor enemies' heads to defeat them, but avoid the arms coming out of the cells.



Run from the warden until he pauses, then slide into him and stomp on him. Stay away from the walls, which can block camera movement.



Slide



To slide, press Z while running. The attack can stagger enemies big and small, but it's not very powerful. Depending on the angle of your attack, you can hit an enemy twice on one slide.

Courtyards 1 and 2

In the first courtyard, you'll have to make a tricky jump to find a record player. Punch it to turn the question marks into items. In the second courtyard, avoid the searchlights to make your escape.



If a light hits you, you'll lose a heart and be sent back to the yard entrance. Stay close to the walls and jump to avoid being spotted.



Following the left wall is easier than following the right. Be sure to pick up both notes in the courtyard before heading to the exit.

Do a Little Dance

At times, various characters will teach you different dance moves (follow the flashing buttons shown on screen). You don't have to pass the lessons, but they're good practice for the contest at the end of the game.





Chicago

Once you and your faithful sideman, Caleb, are free from prison, you can start gathering up the rest of the band, starting with your big buddy, Mac. Word on the street says he's being held prisoner in a sleazy nightclub somewhere downtown. It's time for a little road trip...

Streets

The beginning of the Chicago level is made up of a series of connected streets, alleys and sewer tunnels. You'll have to backtrack several times before you'll be able to move on to the park area.



In the first street stage, punch the record player to turn the question marks into items. Jump on the trash can to reach the high ledges.



You can also use awnings to bounce up the sides of buildings. Follow the ledges and crawl through windows to collect various items.

Jump, Jive and Wail



Besides trash cans and awnings, you can also use the traffic light in the second street area to reach high places. Punch the switch to stop traffic. Jump on the delivery truck to reach an awning.



You can travel quite a ways above ground, using ledges, trees and fire escapes. Don't be afraid of jumping into new areas.

Alleys

The three street areas are connected by two alleys and two sewer tunnels. When you backtrack through the areas, some minor items, such as coins, will regenerate. Stock up if you're running low.



Running through the alleys is no cakewalk. Look out for the old ladies armed with rolling pins that pop out of the windows.



There's a key in one of the rooms in the first street area. It will unlock the door between the first alley and the second street.

Sewers and Park

The camera angles will work against you, making it difficult to gauge some jumps. Remember to punch the valves in the sewers to turn on the fire hydrants, or you'll have to repeat the stages.



To cross the big gaps, make a long jump by pressing and holding A, then press B to roll as you land. The jump-roll will take lots of practice.



In the park stage, jump on the fruit cart to reach an awning and a platform above. Jump on passing clouds to move between buildings.

Speed Shoes



Look for the Speed Shoes, which allow you to run faster for short periods. The icon looks like a note wearing a pair of shoes.

Rooftops and Willy's Bar

In the rooftop area, the buildings are too far apart, so don't even try to jump between them. As for the goons on the bridges, you're better off jumping over them rather than trying to fight them.



No bridge? Go to the side of the building away from the gap you're trying to cross. If you jump in front of the fan, you'll be blown across.



In the bar, grab bottles off the counter then jump on the pillars. Some pillars have safe spots on top where you won't be hit.



Press Z to bring up a targeting sight. Shoot the lights to make them fall on Willie's head, and then shoot Mac to free him.

graveyard

We don't know if you're still in Chicago, but the Graveyard is about as downtown as you can be! First knock down the tombstone in the back-right corner to make a platform appear. The platform will carry you to the tomb entrance. Use your hat to knock out the carnivorous plants.

Tomb and Mausoleum

In the Tomb, push the buttons in order to solve the puzzle. Use the moving platforms to reach the Earth room on the upper level. In the Wind room, the center pillars won't collapse under your weight.



If you walk slowly and stop just as the hands appear, they won't be able to reach you, but you can hit them with your hat (hold Z and press R).



How rude! The green gas the pinstriped punks spew will knock you for a loop. Your hat attack is the only way to teach them some manners.

Spring in Your Step



The Spring Shoes will boost your jumping abilities temporarily. We guarantee that Air Jordans have nothin' on these babies!



There are two pairs of Spring Shoes in the mausoleum. One is on the main floor, while the other is behind a waterfall on the middle level.

Spooky Well

Besides finding your band mates, you must locate their gear, too. Caleb's axe was in the prison courtyard, while Buster's drums are in the well. Stomp the switch to drain the water and then jump on in.



Punch the record player to make several platforms appear. Follow the platforms to the note and drum set before the timer runs out.



The gaseous ghosts that inhabit the place will interfere with your plans. Send them to their just reward before you go for the drums.

Forest

A skeleton with a taste for the blues guards the entrance to the forest. If you have all ten notes from the Chicago level, he'll let you pass. If you don't, you'll have to go back to the Windy City.



Stand to one side and leap as the axe is swinging away from you. If you can, clear out any plants on the far side first, then jump.



In some cases, the boulders will rock from side to side. In others, the boulders will roll toward you. Timing, of course, is the key.

Hat Trick



Your hat will fly until it hits an obstacle or reaches the boundary of the stage. What a perfect tool for clearing the weeds off the path! It's an odd job, but someone has to do it.

Evil Tree

What's this—the Blues Witch Project?! A bewitched apple tree has come to life and snared your little orphan buddy, Buster. Jump on the platforms around the arena to escape the tree's shock wave attack.



The shock waves will knock apples off the other trees. Pick them up to use as ammunition. You can hold only one apple at a time.



If you're on a platform when the tree pauses, you'll switch to a targeting screen automatically. Toss your apple into the tree's mouth.



Once you turn the tree into toothpicks, several more platforms will appear. Follow them up the side of the cliff to free Buster.

THe Swamp

To enter the Swamp, you must first pass through a sort of ministage. When you appear, punch the record player to turn the question marks into items. Grab the Speed Shoes and run to the cave. Before the timer runs out, stomp the dynamite to blast open the cave entrance.

Tree and Spider Cave

Use the barrels to cross the river at the Swamp entrance. To avoid sliding off the barrels, let off the Control Stick as you land. Once you help the hillbillies, they'll help you reach the Tree stage.



You can ride the barrels all the way around the island to collect items. The barrels on the middle course pass right by the dock.



Use your hat to defeat the spiders. Once the boss spider is gone, use its web platform to reach a high tunnel. Follow it to find a note.

Rapids and Waterfall

In these stages, the rules change a bit. Jumping in the water in the rapids is not fatal, but watch out for gators. There are two paths through the rapids, and both are well stocked with items.



At the end of the rapids, hop off your barrel and head for the shack. Outrun the hillbilly and jump on the rocks to reach the waterfall.



The blind jumps are insane, and your best bet is not to jump too far. Try to map the stage as you go, in case you have to replay it.

House

Appropriately enough, the battle of the blues bands is being held in a house in the middle of the bayou. If you don't have all of the notes in the game when you arrive, Marco won't let you in.



In the first stage, you must follow the ramp. It's a relatively quick run, but don't let your guard down this close to your goal.



Next, you'll encounter more rolling boulders like the ones you saw in the forest. Be ready to jump and jive, or you will definitely wail.



Marco is playing doorman for this gig. The entrance fee isn't cash but all of the songs you've learned throughout the game.

Bust a Blues

The final challenge is a five-round dance-a-thon with the Queen. Each successful move earns points and triggers a more complicated move. The camera will focus on whoever is winning at the moment.





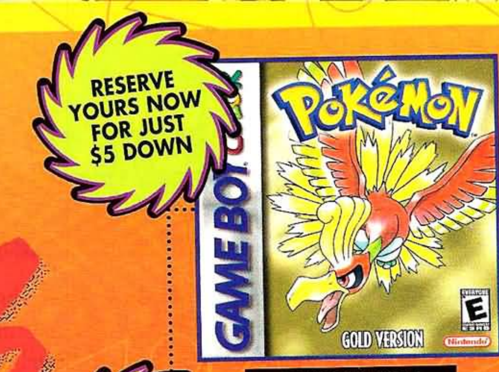




feeLing BLUe?

Blues Brothers 2000 offers some good game play for young and casual gamers, but the camera work sometimes spoils the experience. You can't always position the camera where you'd like or switch to first-person mode for a better view. If you can work around those shortcomings, however, you might decide that singin' with these Blues isn't such a bad thing after all.

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According to Midway and Boss Games, the '50s are going to make a giant comeback in the year 3000. At least, that's how it looks in Stunt Racer 64, which places retro wheels in a futuristic world, resulting in a visual feast of stunning scenery and dizzying stunts.

UNPLEASANTVILLE

With the mind-boggling advancement of technology, it's impossible to imagine what the world will look like in the next millennium, but it's safe to say that 1950-style vehicles won't be zipping around the streets. Nonetheless, that's the case in Stunt Racer 64. Of course, it's no return to Pleasantville. In 3K, the roads are wild, the cars can soar and the drivers all seem to have road rage. Stunt Racer combines Boss Games' solid game engine with wacky physics and intense graphics. The letterbox-style screen shots featured in the review show the graphics using the Expansion Pak.



DRAG RACERS

The cars may appear old-school, but there's nothing retro about the characters who drive them. The racers look like they belong in a spaceship cockpit fighting aliens from outer space. The only significant difference among the drivers is the vehicle each rides, which we cover on the next page. When in a league, you can rename your driver.




Dez


Gadgit


Toad


Trig

GREASED LIGHTNING

Despite their big bodies and cumbersome designs, the four-wheelers in Stunt Racer 64 can fly. Each model has a seriously souped-up counterpart that players can purchase. You automatically start with the car your driver owns, and you can earn other cars in the fleet by defeating bosses. We've listed the vehicles in three columns alphabetically.

Apollo 1/Apollo 2

The expensive Apollo 2 is one of the best performers in the game. Its powerful engine and strong turbo boosts allow for superior top speed. You may never have enough cash to afford it, though.

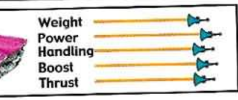
Weight
Power
Handling
Boost
Thrust

Weight
Power
Handling
Boost
Thrust

Desperado/Desperado Deluxe

Thanks to a light frame and strong engine, the Desperado can really motor. But the flimsy tires make it a difficult car to control, and the thrusters are weak, hurting its ability to perform stunts.





Stottlemeyer/Stottlemeyer EX

Gadgit's car is light and speedy because she built it herself. The turbo boosts are fantastic, but the stunt thrusters prevent the Stottlemeyer from delivering a multitude of cash-earning maneuvers.



Weight
Power
Handling
Boost
Thrust

Warbird Light/Warbird Heavy

All in all, Toad's Warbird is average in every respect. The strong engine and light build make for a speedy ride, but the handling is troublesome and the thrusters are mediocre. Avoid using Toad.

Weight
Power
Handling
Boost
Thrust

Weight
Power
Handling
Boost
Thrust

Cockroach/Cockroach Extreme

The familiar-looking bug provides some great handling, but the weak engine is a drag and the stunt thrusters are slow. To some extent, the Roach's solid turbo boosters make up for a lack of power.



Weight
Power
Handling
Boost
Thrust

Hysterion/Hyperion

Another pricey beauty is impressive in most areas, but the monster horsepower in the engine and the light weight of the vehicle make it hard to control. If you want a hot ride, save your pennies for the Hyperion.





Fuzz/Superfuzz

Hey, cops need versatile vehicles, too, especially if they plan on keeping up with the crazy drivers. The Fuzz is an average car with a solid engine and strong boosts to catch up with the lawbreakers.

Weight
Power
Handling
Boost
Thrust

Weight
Power
Handling
Boost
Thrust

Bumpkin/Atomic Bumpkin

It may be a beat-up old truck, but the Bumpkin is one of the most dangerous cars in the game. Its weight makes it a threat to any driver, and the engine and boosters are seriously powerful.

Weight
Power
Handling
Boost
Thrust

Weight
Power
Handling
Boost
Thrust

Del Raye/Del Raye Custom

It's a little surprising that bad-boy Trig chose a car with mediocre turbo boosts and stunt thrusters. The Del Raye's handling is marginally better, but overall, it's a tough ride to control.





Scimitar/Scimitar Insane

The prototypical gangsters' car, the Scimitar packs a powerful punch on the road. But the handling and aerial abilities of the large beast leave a lot to be desired. At least, it's a cheap ride.



Weight
Power
Handling
Boost
Thrust

Surf South/Surf North

Not only is it a stumpy, ugly auto, it doesn't have many redeeming attributes. Average handling, turbo boosts and stunt thrusters are overshadowed by its lousy engine and unnecessary weight.



Weight
Power
Handling
Boost
Thrust

Z-Bucket/Blown Z-Bucket

With the Z-Bucket in his garage, Dez is the man to select when you start the game. The swift little hot rod has a great engine and top-notch turbo booster. Its weak stunt thrusters are a flaw, though.

Weight
Power
Handling
Boost
Thrust

Weight
Power
Handling
Boost
Thrust

SHAKE, RATTLE AND ROLL

League play is where the serious action begins. Each league consists of several rounds, culminating with a one-on-one contest against the league boss. When you defeat a boss and advance to the next league, you get to take his cool car with you. If you're having trouble getting through a league, go back and race an old one to earn cash for upgrading your wheels.



Kid's League

In the opening round, several other nutty drivers will try to knock you around. You'll want to start at the front by picking a heat as fast as possible. Once the selection screen appears, opponents will start grabbing positions. If you've learned which opponents are the tough racers, you can wait for them to pick then choose the easier heat.

Round	Entrants	Heats	Entries/Heat	Elimination	Heat 1	Heat2	Heat3	Heat4
1	12	2	6	9th or worse	Soda Ft. Mt.	Giant Toys		
2	8	2	4	5th or worse	Medieval Mayhem	Soda Ft. Mt.		
3	4	1	4	2nd or worse	Giant Toys			
Boss	1	1	2	2nd or worse	Wild West Ruckus			

Giant Toys, Giant Leap



The toys track feels like a twisted Thanksgiving Day parade, with oversized cartoons floating among flashing neon lights in the dark of night. The third jump is long—perfect for major stunts.

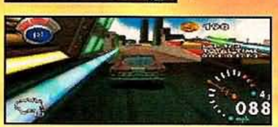
Medieval Mayhem



The shortcut on this track will put you in first. After you've completed a lap and crossed the finish line, use a turbo off the first jump and angle toward the right so that you land on a new road.

Kickin' the Kid





Seize your opportunity to quiet the punk who's been trash-talking after every race. You'll want to make sure your vehicle is fully upgraded before you attempt to beat the Kid in the Wild West Ruckus. Hit your turbo around the second large bend of each lap, and play it smart at the end by avoiding the final series of jumps.



Bunny's League

It's nice to know that cheerleading outfits don't change much in the next thousand years, but the cheerleaders' attitudes obviously do. Bunny may appear cute and friendly, but she is out for blood. Use the upgrade of the car you started with. For example, if you started with the Stottlemeyer, race with the Stottlemeyer EX.

Round	Entrants	Heats	Entries/Heat	Elimination	Heat 1	Heat2	Heat3	Heat4
1	18	3	6	16th or worse	Medieval Mayhem	Wild West Ruckus	Giant Toys	
2	15	3	5	11th or worse	Soda Ft. Mt.	Tacky Tiki	Medieval Mayhem	
3	10	2	5	9th or worse	Wild West Ruckus	Giant Toys		
4	8	2	4	5th or worse	Tacky Tiki	Soda Ft. Mt.		
5	4	1	4	2nd or worse	Medieval Mayhem			
Boss	1	1	2	2nd or worse	House of Horrors			

Save Those Turbos, Cowboy!





When back on the Wild West track, look for nitros and save your turbo for late in the lap. Jump into the lead early and try to land on the two nitros—one as you round the bend before the first tunnel, and another once you enter the tunnel on each lap.

More Mayhem on the Medieval Track







Once again, you'll have some opportunities to collect nitros at key moments and save your turbos for later. For example, as you end a lap and prepare for the shortcut jump, a nitro will be waiting. You can also triple collected cash by hitting the 3x.

Tacky Tiki



There are two long, broken-bridge jumps on the course and some nitros waiting to help you make it across. Use your turbo out of the loop at the end of each lap to maximize your speed.

Gimme a 'W'





It's time to move past the annoying cheerleader by beating her in the House of Horrors. The course is easy, with few turns, but watch your speed or you'll find yourself falling into space. Use a turbo after the last jump on each lap, when you see the spider. Or try to collect a 3x by blasting into the haunted house.



Hill Bully's League

The courses will start to get more complicated, and you'll need a strong vehicle to get you through the next few leagues. We suggest using the Bumpkin because of its power and stability. Plus, it just looks cool. Be sure to read our tips so you're familiar with the new tracks.

Round	Entrants	Heats	Entries/Heat	Elimination	Heat 1	Heat2	Heat3	Heat4
1	20	4	5	19th or worse	Medieval Mayhem	Wild West Ruckus	Tacky Tiki	House of Horrors
2	15	3	5	13th or worse	Giant Toys	Soda Ft. Mt.	Medieval Mayhem	
3	12	3	4	9th or worse	Creepy Carnie	Medieval Mayhem	Tacky Tiki	
4	8	2	4	5th or worse	House of Horrors	Giant Toys		
5	4	1	4	2nd or worse	Creepy Carnie			
Boss	1	1	2	2nd or worse	Planet X			

Surviving Tacky Town



You can take the first big turn pretty fast, but slow down a little as you come out of it. If you don't let off the gas and your speed is up too high, you'll jump over a dip in the road, land out of control and lose precious time.

Creepy Carnie





There are a few different routes to take on Creepy Carnie. At the first fork, go left for cash, or go right to save time. At the second fork, go right to get ahead of everyone. Be sure to hit your turbo well after the ramp to stay in control.

House of Horrors



The 2x and 3x on the course let you earn some serious cash for upgrades. Take advantage of the nitro before the last jump and cruise to the finish line in style.

Leroy Tubbs





Leroy doesn't look very bright, but he's a tough racer who's very familiar with Planet X. Early on, you'll come upon a long jump that you'll be forced to keep trying until you make it across. Once you do and you reach the fork, go right and use your turbos to blast out of the loop.



Big John's League

The King lives in the form of Johnny Mean, proving that Elvis impersonators will never disappear. Big John's league features some thrilling tracks, such as the Nautical Adventure and Space Race, which require a top-notch vehicle. Upgrade your Bumpkin to the Atomic Bumpkin.

Round	Entrants	Heats	Entries/Heat	Elimination	Heat 1	Heat2	Heat3	Heat4
1	20	4	5	19th or worse	Nautical Adventure	House of Horrors	Wild West Ruckus	Creepy Carnie
2	18	3	6	13th or worse	Giant Toys	Tacky Tiki	Planet X	
3	12	3	4	9th or worse	Soda Ft. Mt.	Nautical Adventure	Medieval Mayhem	
4	8	2	4	5th or worse	Planet X	Creepy Carnie		
5	4	1	4	2nd or worse	Space Race			
Boss	1	1	2	2nd or worse	Retro Metro			

Nautical Adventure

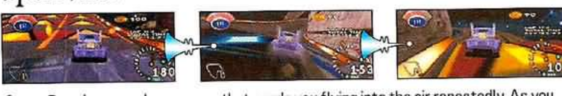






For a change, don't worry about falling off the track, because the underwater course has railings on every road. At the first fork, head right. After completing the two jumps and merging onto the main road, use a turbo to gain speed for the next jump.

Space Race



Space Race is a curveless course that sends you flying into the air repeatedly. As you come out of the first tunnel, stay straight and build up speed to jump onto the upper road. Be prepared to slow down when you drive across the planet's railless rings.

Do Be Cruel







They call him Johnny Mean for a reason, and it's time somebody put the Elvis wannabe in his place. The Retro Metro track has a few well-kept secrets that Johnny Boy uses to his advantage. For one, most of the tight turns don't have railings, so watch your speed and stay in the middle of the road. When you reach the fork, go left and use your turbo at the end of the shortcut to gain on Johnny or to keep your lead. You should land on a floating road that will lead back to the main track. If you happen to miss the jump, you'll get placed back at the fork.

Dr. Death's League

Reluctantly, Dr. Death has agreed to let you into his league, and you'll have to prove you belong. The league involves 18 grueling races, and the competition will be breathing down your neck. Stick with the powerful Atomic Bumpkin and review the tips for each course before hitting the pavement.

Round	Entrants	Heats	Entries/Heat	Elimination	Heat 1	Heat2	Heat3	Heat4
1	18	3	6	17th or worse	Medieval Mayhem	Tacky Tiki	Nautical Adventure	
2	16	4	4	16th or worse	Giant Toys	Space Race	House of Horrors	Planet X
3	15	3	5	13th or worse	Creepy Carnie	Wild West Ruckus	Retro Metro	
4	12	3	4	11th or worse	Nautical Adventure	Planet X	Wild West Ruckus	
5	10	2	5	7th or worse	Space Race	Retro Metro		
6	6	2	3	2nd or worse	Nautical Adventure	Planet X		
Boss	1	1	2	2nd or worse	Retro Metro			

X Marks the Spot



When you take a right at the fork in the road, you will be traveling very fast. Use your turbo as you normally would, but make sure you maintain control or you will fall off the edge at the top of the loop.

Loading up on Loot



Planet X is a great place to grab some extra cash when you've become familiar enough with the course to build a comfortable lead. After the long, dangerous curve with no rail on the right, slow down and take the money-filled road below the main path.

Pole Position



After whizzing around the planet rings on the Space Race track, watch for an oddly placed pole in the middle of the tunnel. Stay left or right.

Pushy, Pushy





It's no surprise that Dr. Death will try everything in his power to win the final race. Your job is to hit the jump shown at the left squarely so that you make it through the small opening on the other side. Be sure to pick up as many question marks as you can, because they are worth $500 each.

DREAMY STUNTS

When you need a break from the nerve-wracking racing, head to the Stunt Bowl and impress the crowd with an array of aerial acrobatics. You get three minutes to earn as many points as possible. And in that retro car, the fans will think you're hip.

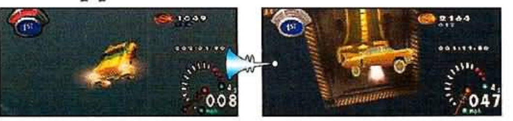
Bowl o' Stunts





Be sure to collect the 3x in the center of the Stunt Bowl before you perform your most daring moves. You'll earn more points by pulling off several tricks at once, but you also get a bonus for performing close to the ground.

The Halfpipe



You must master the 180-degree turn before experimenting on the halfpipe. Don't go too fast up the ramps, or you'll tumble into blackness on the other side. Try to perform low-to-the-ground stunts in the middle of the arena.

FUN TIMES FOUR

As expected, up to four players can compete on any of the unlocked tracks in Quick Race Mode. Choose a course like Retro Metro or Tacky Tiki and knock your friends off the cliffs.





You can't race against selected computer opponents or join a buddy in a league contest, but the Quick Race Mode gives you the opportunity to test your skills against other human drivers on any of the available tracks.

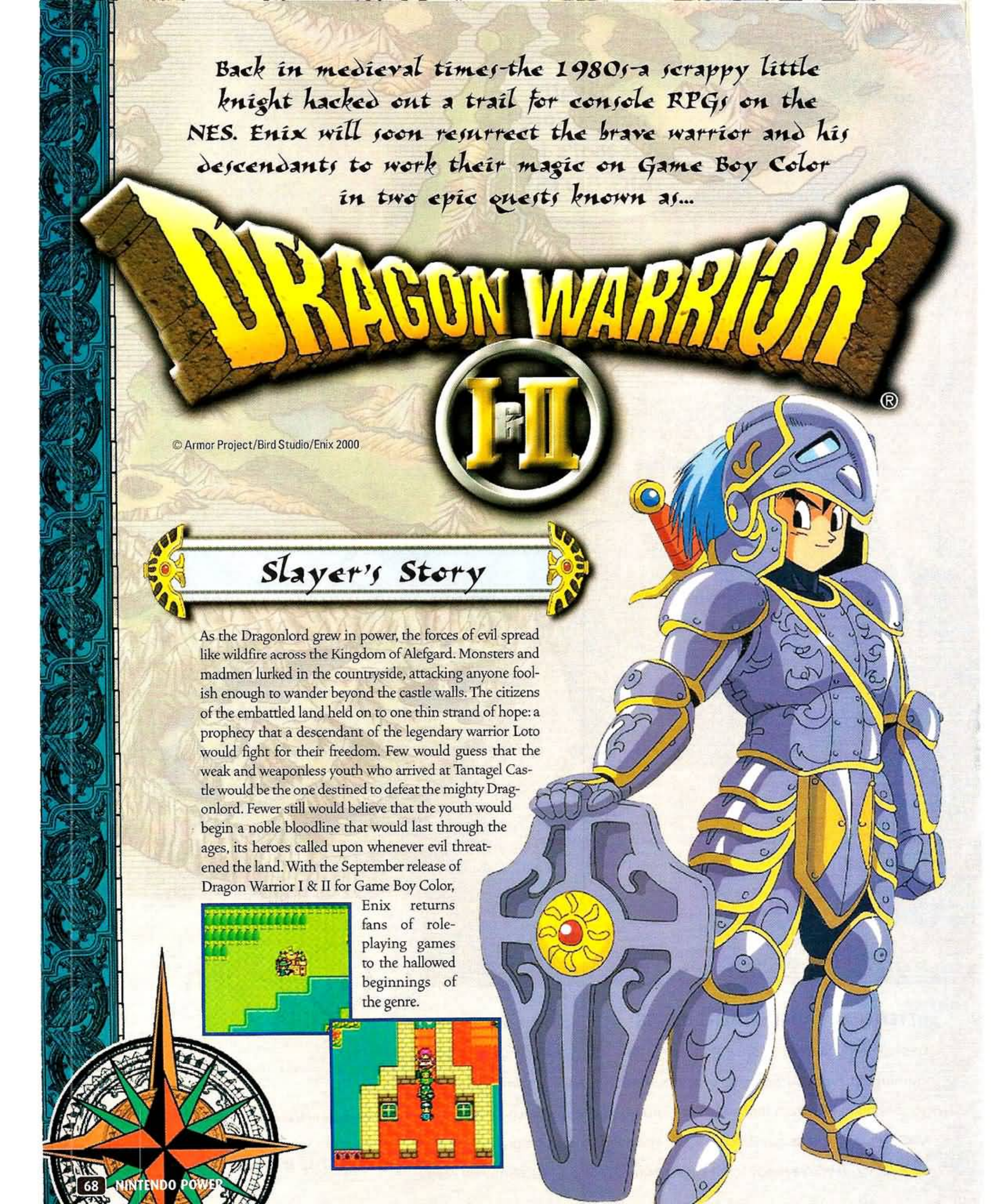
Keys to Success

So you've had enough of the '50s mobiles and you're looking for something a bit flashier? Defeat each of the bosses and collect keys to unlock a new vehicle. We're not going to spoil the surprise, but it's certain to satisfy any "modern-day" speedster craving. Once you have your new beauty, you'll want to play the game all over again.


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Back in medieval times–the 1980s–a scrappy little knight hacked out a trail for console RPGs on the NES. Enix will soon resurrect the brave warrior and his descendants to work their magic on Game Boy Color in two epic quests known as...

DRAGON WARRIOR I & II®



Slayer's Story

As the Dragonlord grew in power, the forces of evil spread like wildfire across the Kingdom of Alefgard. Monsters and madmen lurked in the countryside, attacking anyone foolish enough to wander beyond the castle walls. The citizens of the embattled land held on to one thin strand of hope: a prophecy that a descendant of the legendary warrior Loto would fight for their freedom. Few would guess that the weak and weaponless youth who arrived at Tantagel Castle would be the one destined to defeat the mighty Dragonlord. Fewer still would believe that the youth would begin a noble bloodline that would last through the ages, its heroes called upon whenever evil threatened the land. With the September release of Dragon Warrior I & II for Game Boy Color, Enix returns fans of role-playing games to the hallowed beginnings of the genre.



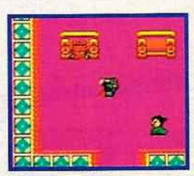
Resurrection



Like many classic RPGs, the two Dragon Warrior games included on the Game Pak take place in a fantasy world filled with swordplay, sorcery and supernatural beasts. Despite the similarities of the turn-based fighting systems and general look of the landscape and characters, the games offer two distinctively different RPG experiences.

Dragon Warrior I

One of the great traditions in mythology is the story of the lone adventurer conquering evil in the face of seemingly insurmountable odds. The first installment in the Dragon Warrior series throws you into the fray with little more than a horned helmet, the clothes on your back and the generosity of Alefgard's citizens. As you move from town to town, fighting monsters and collecting gold, the details of your mission to defeat the Dragonlord will begin to unfold.





The King is a fountain of important information, such as how many more experience points you need to reach the next level. DW I screens are shown with blue borders.

Dragon Warrior II

The second quest takes place many years after the defeat of the Dragonlord. An era of peace and tranquility has been broken by the monstrous armies of Hargon, who invade Moonbrook Castle to assassinate the King.

Party On, Warriors

As the Prince of Lorasia, you'll need to travel the countryside in search of like-minded adventurers then set off as a party to stop Hargon from resurrecting an evil entity.





Dragon Warrior II, shown with red borders, differs from the first installment of the series in many fundamental ways, such as the use of traveler's gates to warp to new locations.

Polished Treasure

Derived from the phenomenally successful Japanese RPG Dragon Quest, the original Dragon Warrior was tailored to appeal to a younger audience. Fans of the series will be excited to learn that the GBC versions of I & II offer new translations from the original Japanese to better reflect the spirit of Dragon Quest.

Name Games

As with the rest of the text translation, the names in DW I & II have been altered from the original DW. For example, the legendary warrior Erdrick was changed to Loto, which is closer to the Japanese name.



Scenic Combat

Battles in DW I & II take place over a background showing the natural features of the landscape, such as trees when you fight in a forest. The original DW battles took place on a black field.

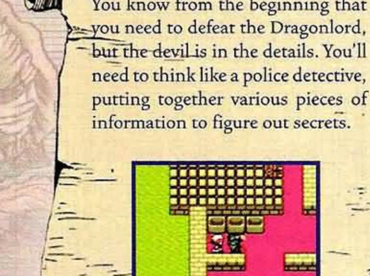


Where Dragons Fear to Tread

Alefgard and the various kingdoms of DW II are large worlds that must be explored with the bravery of a knight and the skill of a cartographer. Travel across deserts, through forests and over hills to find castles, towns and other important landmarks. You'll even need to slog through poisonous swamps.

Hidden Agenda

You know from the beginning that you need to defeat the Dragonlord, but the devil is in the details. You'll need to think like a police detective, putting together various pieces of information to figure out secrets.



Terra Incognita



A few obstacles—like mountains—are impassable for intrepid warriors.



Dungeons and caves hold many dangers, such as fire-breathing Dragons.

Day Tripping

Every town in DW I & II is important and unique. You'll probably visit each of them several times during your adventure.





Sparsely populated towns contain many shops, buildings and items that are necessary to completing your quest.

Talk of the Town

Townspeople are always ready to bend your ear with the latest rumor. You'll find some of the information valuable.



You're Warped

Mystical Traveler's Gates allow you to warp to different locations—some of them inaccessible by other means.





Come Sail Away

Your characters in DW II can't swim, but you'll be able to sail the high seas once you find a docked ship.









Fight Club

You won't be able to travel far in the countryside without encountering trouble from hostile monsters. Turn-based fighting and random attacks should be familiar to anyone who's battled Pokémon, but DW I & II offer plenty of options to keep things interesting. DW II offers complex battles with multiple combatants on either side.

Swordplay

You usually get the first turn in a battle, and usually you'll elect to fight. The option delivers a blow from whatever weapon you've equipped.

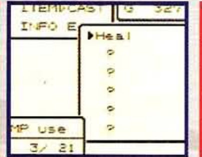


You are the solitary warrior in DW I. You fight each battle against one enemy.

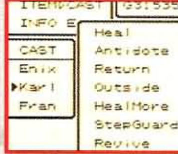
Find some friendly warriors to help you defeat the multiple enemies in DW II's battles.

Magic Moments

Many of your enemies will use magic spells against you, so it's only fair that you return the favor. Learn new spells as your level increases.



The Heal spell restores Hit Points (HP) lost in battle, but uses up Magic Points (MP).



Certain characters you control in DW II have stronger magical abilities than others.

Pump Yourself Up

Each time you win a fight in DW I & II, you'll gain Experience Points (EP)—the tougher the battle, the more points you're awarded. EP are required to raise your level, which determines maximum HP, MP and fighting abilities. The amount of required EP gets progressively greater for each successive level.



Gold Standard

From the lowliest Slime to the fiercest Dragon, each enemy you fight has gold for the taking. As you might expect, the money comes in handy when you need to upgrade your equipment.



Experience Points build up until you are promoted to a higher level.

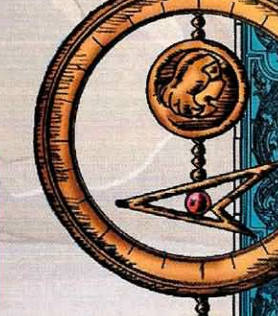


Your level determines your strength and prowess in battle.

Nap Time

An overnight stay at an inn is the best way to restore depleted HP and MP, and the rates are reasonable.








Alefgard Artifacts

Although you start off your quest with virtually no possessions, you'll quickly discover that you don't have room for all the items you'll find. You'll have to buy many necessary items at town shops, but you should also keep your eyes open for freebies hidden in pots or drawers.

Trading Up

Item management is critical to success in the game. Sell obsolete possessions like old weapons for fancy new items.



You can unload your possessions for fast cash at any shop in Alefgard.






Herb
Curative Herbs will replenish a limited amount of HP lost in battle.

Anditote
Antidote will cure you if a monster's poison is depleting your HP.

Warp Wing
The Warp Wing will instantly transport you back to your home castle.

Keys
As you know, keys open doors. In DW II, doors and keys are color-coded.



Grab 'n' Go

We all know that stealing is wrong, but sometimes you're left with no other option. Pop open any treasure chests you find—sometimes there are valuable items or even gold inside them.

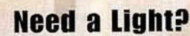




Club
A blunt instrument gets the job done when you're too poor to buy a sword.

Copper Sword
The Copper Sword is a good basic weapon until better swords become available.

Iron Axe
Use the sharp Iron Axe to defeat monsters, not to chop wood.



Need a Light?

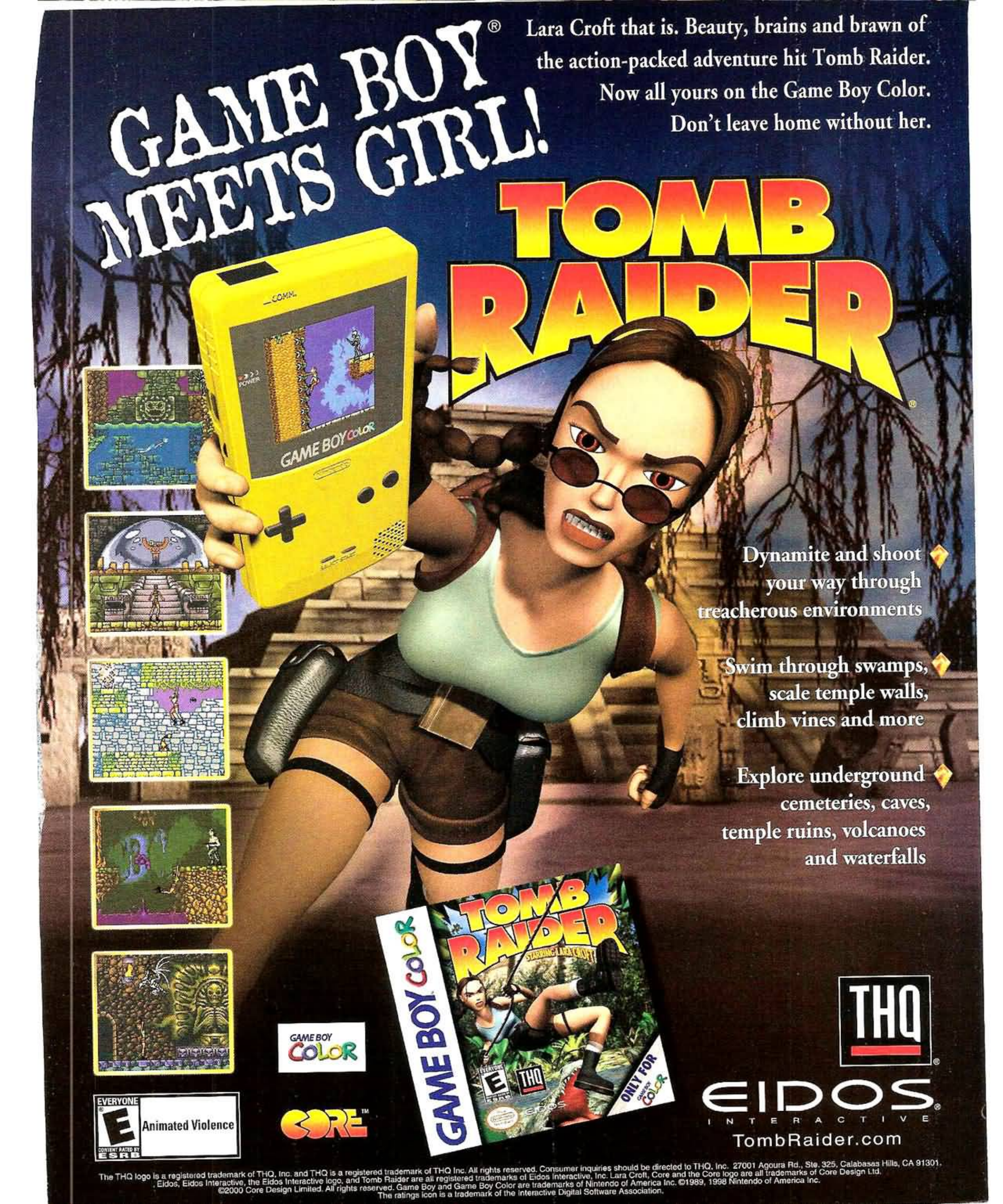
You won't get far in a cave or dungeon without a torch or the Radiant spell. Try to keep one of the two handy.



Once and Future Warrior

Dragon Warrior I & II are far more than nostalgic trips into the NES past. They offer deep game play that's as complex as any RPG's you'll find for GBC, and the simple interface allows gamers of all skill levels to wander through Alefgard. Prepare to draw your sword for its September release.





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The proud Turok tradition lives on in Turok 3: Shadow of Oblivion for Game Boy. The once-evil Dinosoids have split into two factions—those who still want to destroy all humans, and those who are willing to work for peace. Turok works with the good lizards to promote peace with all-out dino blasting action! Interesting method.



LEVEL 1

The first level hits you with tank driving, Dinosoid slashing, straight shooting and key searching right at the start, and the game never lets up its grueling pace. You'll need to master a bunch of new skills to move on to the next level.





All Tanked Up

Use A to accelerate, Up, Down, Left and Right to maneuver the tank, and B to fire. When you reach a flag marking a circled, red "X" on the ground, run over it to enter the other areas of the level.







All Keyed Up

Dash through the first two areas, fighting off Dinosoids and floating mines. One Dinosoid will drop a pistol when it's destroyed. The first key is lying at the end of the first area. You might miss it if you don't look carefully. The second key is dropped by a Dinosoid at the end of the second area.



Base Maze

The Base is actually an intricate maze. Remember which doors you've already gone through—some of the doors lead to hallways that branch off in two directions, and some doors lead simply to dead ends. Try to head upwards whenever possible.

Dangerous Dinosoid





The vicious yellow-orange creature likes to lunge in your direction. The pistol and machine gun make things much easier, so be sure to pick them up in the earlier areas. Aim for the Dinosoid while avoiding his lunging attacks—you will prevail.

LEVEL 2

The second level is a run-around-and-destroy-everything-in-your-path level. You must take out the enemy's fuel and ammunition reserves to give your side a fighting chance. Unfortunately, the Dinosoids don't take your attack lightly.





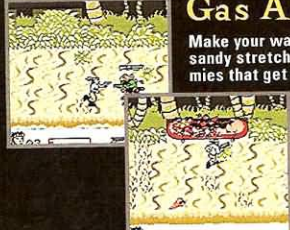
Rocking the Boat

You drive the boat almost the same way you move the tank—accelerate with A, shoot with B and move about with Left and Right. You can't destroy the turrets, but you can blow up their missiles. Find the flag-marked X's to reach new areas.



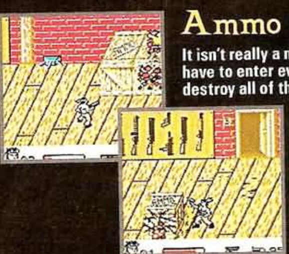
Switch 'Em Up

Navigate your way through the maze of doors and go to the right of rooms one and three and to the left of room five (find a room's number next to its door) to find the three switches you need to throw. The area will change to a forced-scrolling area. Just make it to the end to exit.



Gas Attack

Make your way to the end of the sandy stretch, stopping any enemies that get in your way and blowing up the fuel reserves on the island. Blow up the fuel tanks by attacking them with any weapon. Make sure you get every one of the pink fuel tanks.



Ammo Blammo

It isn't really a maze, because you have to enter every single room and destroy all of the ammunition. Use any weapon on the boxes marked "ammo" to destroy their contents. When you've blasted the last box, you'll automatically exit the level.

What a Croc





Terror is afloat, and it's coming right for you! Push your boat to the limit as you try to avoid the crocodilian Dinosoid's lunging attacks. Duck the mines and lead the croc to them so that they blow up in the Dinosoid's face.

LEVEL 3

Your main mission in Level 3 is to liberate an important member of the antihuman Dinosoid group who has decided to defect to your side. The evil Dinosoids are holding him prisoner, and you are his only hope.



Compound Problem

You have a spiffy green truck to drive around in, but it's not heavily armored and there are tanks and turret guns all over the dusty beige level. Look for open doors and drive on in to access new areas.



The Jailbreak

The prison maze is confusing, but if you always take the door on the far right of every numbered room first and work your way left, hitting the switches as you go, you should be able to make it through without much of a struggle. The last room has the prisoner!



Rocket to Power

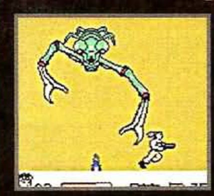
Blast every last box until you find the rocket launcher, and then blast a bit more. You have to collect the launcher and destroy all of the boxes in the area to move on to the next level.

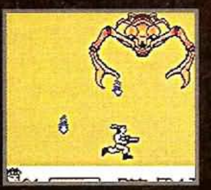


The Great Escape

You'll actually have help for your fight out of the prison. The prisoner isn't exactly a crack shot, but he is somewhat helpful. You can't stay behind him, so just try to take out as many of the opposing forces as possible and try not to get hit. It's a long way home.

Cracking the Crab





The crablike creature will try to make a meal out of you. You won't have any backup, but if you have one extra life saved for the fight, you should be all right. Attack the large, blue center of the creature, and get out of range of its blue flame attacks and the reach of its claw.

LEVEL 4

Your enemy has allies, and one of them, the Campaigner, is causing your side to lose many soldiers. You'll spend much of Level 4 searching for the keys to the Campaigner's hideout. Once you do, it'll be time to end his campaign.





Swamp Buggy

Your swampmobile handles just like your boat from Level 2. There's no reverse on watercraft, for some reason. You'll still have to contend with enemy boats, only this time, they're camouflaged in the dank water and might take you by surprise.



To the Top

The climb up the hill is guarded by rolling rocks and snipers, but at least none of those dreadful lizards get in your way. Dodge the boulders, avoid the bullets—your rise to the top should be lightning fast.

Forcible Entry





The forced-scrolling area is no walk in the park. You'll be pushed along the winding path as the robot guards float after you with their constant stream of bullets, and the spiky rocks threaten to slice and dice you.

Shields Up

It seems like an easy task, but your run to the Campaigner is made much harder because the green guards have shields and homing shells that will follow you as you run screaming away from them.

The Campaigner





No wonder your enemies rely on the guy—he's huge! The Campaigner's bugs are his best weapon, and your best weapon against him. Hit the bugs to send them back the Campaigner's way, where they'll really bug him.

LEVEL 5

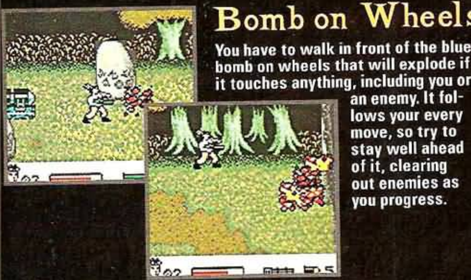
The last level is one very long trek to the top Dinosoid, and if you think the journey is hard, just wait 'til you meet the boss! Happily, you have to drive to only one point on the overworld—the rest of the areas flow together nicely.





Tanks Again

You're back to the tank in Level 5, which is a good thing, because you need the armor. Drive the tank the way you drove your first tank—A to accelerate, B to shoot. After you've found the single, flag-marked X to the far right, you're done driving!



Bomb on Wheels

You have to walk in front of the blue bomb on wheels that will explode if it touches anything, including you or an enemy. It follows your every move, so try to stay well ahead of it, clearing out enemies as you progress.

Obstacle, of Course





It's another forced-scrolling level, and this one is packed with enemy obstacles. You'll have to dodge bombs from the ceiling and turret fire regularly, in addition to jumping over electrified stretches of the floor. Don't get stuck—the scrolling will squash you.

Big Bad Dinosoid

The biomechanical baddie is extremely thick-skinned, and your battle with it won't be over quickly. Run around to avoid the monster's fireballs, then duck its laser fire, which follows directly. When it stops spitting stuff at you, shoot it near its head. It takes a lot of hits to defeat the creature.

The Last Dash





Your long walk on the way to the final boss features an onslaught of determined Dinosoids. Don't stay in one place too long or the dinos will swarm you. Watch out for the floating green gunners—you won't be able to outshoot them. Pick up health along the way.







Final Fight

The final foe is maddeningly elusive. He will disappear frequently, then reappear so briefly, you'll have enough time to get only one shot at him. The big boss has several different attacks, but watch out for the bouncing energy ball, and stay out of corners when it's about to lunge.





Oblivion Is Near

Turok 3: Shadow of Oblivion is a bit short on levels, but since there is no continue feature, it won't seem that way. Don't panic—there are passwords between levels. The game's last level is quite challenging, even on the easy setting. You might just look forward to oblivion, or at least its shadow.



Official Pokémon Gold and Silver News!

Good news, Pokéfans! Pokécenter is now your official Pokémon Gold and Silver news source. We promise to dig up as much info as we can on the metallic marvels every month. This month, we're featuring pictures of all 14 creatures that have already been revealed, including the five whose names were revealed in last month's issue. Our first news flash deals with some of the new characters you'll meet while playing the games, and what to expect when you start playing your Gold or Silver Game Pak for the first time.

One of the first things you have to do is set the time of day. You set the hour and the minutes, and you specify whether it's day or night.

The first item you get is your Pokégear. You set the day of the week on the Pokégear, which becomes important as the game progresses.

The all-new Pokémon experience includes a dashing new hero, a new, mean-spirited rival, a brilliant new Professor and, of course, new Pokémon, including the ones shown here. Some are relate bull and Ledyba. Keep reading for more great Gold and Silver insights, and cool new pictures, and watch the Pokécenter for more Gold and Silver info!



Pokémon Gold and Silver have three new starting Pokémon for you to choose from. The types are familiar, but the names are all new! Chikorita is a Grass-type, Cyndaquil is a Fire-type and Totodile is a Water-type. Which will you choose?



You can choose from a list of names, or you can enter in your own seven-character name.



Your mother will ask you for the day of the week. That might not seem important, but it definitely is!



The time of day is also very important. Some Pokémon will come out only at night, while others like the daylight.











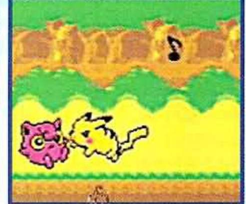




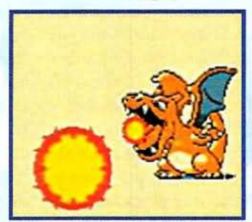




The opening sequence really shows off Gold and Silver's use of color on the Game Boy Color.



Look at Pikachu go! Jigglypuff was singing to the wrong Pokémon. That's gotta hurt.



Charizard was made for Game Boy Color. Is it hot in here? Did someone turn the heat up?



Shh! A Pokémon battle is in progress! Don't ever stand in the way of progress.



Nighttime in the Pokémon World. Just like in real life, some creatures come out only at night...



Your rival this time around is a much bigger creep than Gary Oak ever was! He's downright mean!



This is the ultramodern Pokégear. It acts like a cell phone, it stores your map, and it looks cool, too.

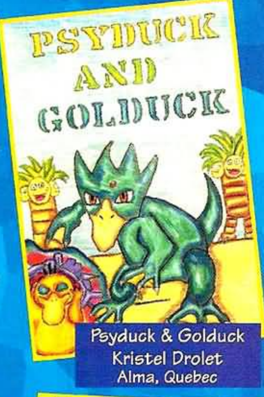


Professor Elm sends you on a mission. In return for your help, he will reward you with one of the Pokémon inside the Poké Balls on the table.





Snorlax
Erin Burns
Staten Island, NY



Psyduck & Golduck
Kristel Drolet
Alma, Quebec



Evolving!
Kevin Keating
Hamilton, OH



#132 Ditto
Lacy Pakebusch
Cuero, TX

Ask the Professor



Now that you've read a little bit about Pokémon Gold and Silver, you may be worried that your favorite Pokémon professor is out of a job. Not so! I have a small but important role in the new games. After all, I am a pretty famous Pokémon researcher, not to mention the inventor of the Pokédex. So ask me anything—I'm an expert!

How can I complete the Mysterious Pokémon Deck?

The Mysterious Pokémon deck in the Pokémon Trading Card Game for Game Boy is a Grass and Psychic Deck that is very powerful and very hard to build, because it features two extremely rare Pokémon Cards: a level-64 Venusaur and a level-15 Mew. The two cards are known as the Illusion Cards, and you can get these cards only through Card Pop!—but they won't come up very often. You could Card Pop! with everyone you know and still never see the cards. If you do manage to get the cards, simply head over to the Autodeck Machine in the Pokémon Dome, which is accessible only after you beat the Trading Card Game Masters for the second time, and it will construct the deck for you.



This level-15 Mew card is very rare. Its Mystery Attack does a random amount of damage.



This rare Venusaur has Pokémon Power that can reverse the effects of sleep, paralysis and confusion.

How do I beat the Pokémon Snap Challenge Score?

The Challenge score is definitely not a snap—you have to be a great Pokémon photographer to meet the challenge. There are a few things you should try to do on your way to beating the Challenge score. Always be sure to snap as many different Pokémon as possible and get the Pokémon Signs, too. Try to snap a ton of pictures. If you can take all 60, that's even better. Take as many Special Shots as you can, and take more than one picture of each Special Shot. For example, if you catch Balloon Pikachu, Flying Pikachu and Jigglypuff on stage in the Cave and take shots of most of the other Pokémon in the Cave, you will probably beat the Challenge score.



Take your best shots, especially of the Special variety, like Pikachu on a ball.



The Tunnel's Challenge score is pretty high, but you can beat it!

What's up with the Gallery?

Pokémon Stadium enthusiasts already know that there is great 3-D battling inside Pokémon Stadium, but many fail to notice the less flashy Gallery feature. In fact, you might have just zipped right past it without stopping to check it out! To access the cool extra, select Gallery from the very first menu that appears when you switch on Pokémon Stadium. Inside the Gallery you will find your very own Pokémon photography studio, where you can take pictures of rental Pokémon or your own creatures. You can use nearly every button on the Controller to move the camera's focus, angle and position before you take a shot. Try it—you'll like it!



You can take very basic shots of your Pokémon, but that's boring, don't you think?



Experiment with the camera and take some funny pictures. You can even print them out at Snap Stations!

Where is Jigglypuff in Super Smash Bros.?

The cute but tough puffball is not one of the characters you start out with in Super Smash Bros., but it is one of the easiest hidden characters to earn. Complete the one-player game on any difficulty level to make Jigglypuff come out and challenge you to a fight. Beat the pink Pokémon—it will be unlocked as a playable character. Jigglypuff has a good selection of moves, including the signature Sing and Sleep attacks, both of which will put its opponents down—for a nap. Perhaps one of the most satisfying feats in Super Smash Bros. is using Jigglypuff to take out that big old simian, DK, with the tiny, wide-eyed Jigglypuff shouting, "Jiggly! Puff! Puff! Puff!" as it delivers the winning blows. You'll laugh every time!



Accept Jigglypuff's challenge and defeat it to unlock the pink prowler.



Jigglypuff is a lightweight, but it can hold its own in any matchup.

Colosseum

Do you have a team that has taken you through some tough matches in Pokémon Stadium? Or a team that made the Elite Four cry? We want to hear from you!

Chris Spence from Holladay, Tennessee, has a picture-perfect group of Pokémon that may seem too good to be true! His team would work well under many different circumstances. It's diverse enough to tackle the Prime Cup in Pokémon Stadium and powerful enough to give any Pokémon Trainer a good, long fight. Chris thinks that his team of level-100 brawlers is one of the best ever built. What do you think?

Dragonair



Chris likes to start off with Dragonair because of its sheer power against rival Dragon- or Psychic-types. The Dragon Rage attack will do a ton of damage to nearly any type of Pokémon, while the Ice Beam will put other Dragon-types on ice. Even if this Dragonair is up against a dangerous Ice-type, it's got a Wrap attack, which can bring nearly any Pokémon down if you're patient.

- Dragon Rage
- Wrap
- Ice Beam
- Thunder Wave

Alakazam



Alakazam can learn a decent number of different attacks, and Chris has loaded this one with a good variety. The Psychic-type double bill of Confusion and Psychic will make almost any Pokémon think twice before attacking! Body Slam is a Normal-type attack that is good to use in a pinch, and Thunder Wave is a great Electric-type attack. Both have a chance of paralyzing the competition. It's almost like magic!

- Confusion
- Body Slam
- Psychic
- Thunder Wave

Gyarados

Gyarados, a popular Colosseum pick, is one tough customer, especially when it has the power of Dragon Rage on its side. Chris keeps Thunderbolt on board to give other Water- or Flying-types a good shock, and adds on the ever-popular Hyper Beam to do even more damage. Hydro Pump plays to Gyarados's Water-type nicely, and it's a good, reliable attack. Chris thinks that no team is complete without a Gyarados.

- Dragon Rage
- Thunderbolt
- Hyper Beam
- Hydro Pump

Gengar



The superscary Ghost-type, Gengar, is one of Chris's favorites because it scares the heck out of the other Pokémon. Chris likes to lead off with Psychic and relies on Mega Drain to replenish any of Gengar's lost HP. For those really tough battles, Metronome and Confuse Ray are there to give Pokémon of any type a good, confusing scare. Metronome is a bit risky, but Gengar's tough enough to take chances.

- Psychic
- Mega Drain
- Metronome
- Confuse Ray

Sandslash

Chris calls Sandslash "The all-powerful Ground-type," and this specimen seems to live up to the hype. Earthquake is an incredibly strong attack when it connects, bringing even the toughest types to their knees (if they have 'em). Rock Slide is not as powerful as Earthquake, but it's much more reliable. Slash is there mainly as backup, while Hyper Beam is stored away in case of emergency.

- Rock Slide
- Earthquake
- Slash
- Hyper Beam

Zapdos

Zapdos makes the team because of its strength against Water- and Fighting-types. Its Flying-type might make it a bit vulnerable to other Electric-types, but its high HP will keep it afloat long after the opposing Electric-types have been grounded. Thunder is a fast, powerful attack that will damage many types of Pokémon, and Fly is great against Ground-types. Drill Peck and Light Screen round out the moves.

- Thunder
- Fly
- Light Screen
- Drill Peck

Gallery

Persian
Lisa Clark
Hatboro, PA

Dragonair
Terri Juno
Studio City, CA



Licking the Battle
Avery Rowell
Bloomington, MN

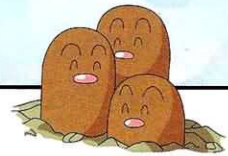


Shellder
Will Druzinsky
Farmington, CT

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073
pokecenter@nintendo.com

Pokéchat



Yes, we know—Pokéchat is on the last page for the first time ever! We had to make room for the breaking Gold and Silver news, but as an extra bonus, we have more room than usual to chat about all things Pokémon. If you have a Pokémon question that's been bothering you, be sure to drop us a line at the Pokécenter. We love hearing from true Pokémon Pen Pals!

Q: You guys seem to have a problem with Mew and Mewtwo, at least when it comes to the Colosseum. What do you have against them?

A: *We have nothing against the two superpowerful Psychic-types, honest. We do have a great deal of respect for Mew and Mewtwo, not to mention the Pokémon Trainers who are dedicated enough to have them. We do discriminate against teams that feature the two cool cats, however, for a few reasons. It is very easy to use Mewtwo and/or Mew to make an incredibly powerful team. Too easy. The two Pokémon have great stats in every category. No matter what kind of attack they're using, it's going to pack a real wallop. And Mew can learn any TM or HM, making it even more powerful! It's much harder from a training and strategy standpoint to create a team that doesn't rely on the huge advantage that Mewtwo and Mew give to any lineup, and we like to reward that kind of hard work. We're not asking you to stop using the Psychic-type toughies for your Pokémon Stadium battles or bouts with friends, because we know how hard it is to give up a sure thing. But if you want your team to make it into the Colosseum, you might have a better chance if you leave Mew and Mewtwo on the bench. And if you really want to impress us, send us a Mew- and Mewtwo-free team that can defeat a team that includes both Mew and Mewtwo! Now that would be a big deal!*

Q: When will more new Pokémon show up on TV? I want to see more creatures from Gold and Silver right now!

A: *Yeah, we know, the wait is getting to us, too! New episodes of Pokémon featuring creatures from Gold and Silver will be hitting Kids' WB in October, but as you can see from this month's* Pokémon the Movie 2000 *special insert, there are plenty of new Pokémon to be seen on the big screen.*

Q: Which Pokémon do you get for finishing the Gym Leader Castle in Pokémon Stadium?

A: *When you defeat your rival and finish the Gym Leader Castle in either Round 1 or Round 2, you will be randomly rewarded with one of these eight Pokémon: Bulbasaur, Charmander, Squirtle, Eevee, Hitmonlee, Hitmonchan, Omanyte or Kabuto. Most of them are relatively rare Pokémon that you have to make tough choices about when playing Pokémon Red, Blue or Yellow. If you keep defeating the Gym Leader Castle, you will eventually earn all of these Pokémon, including multiple Eevee, without having to play your Pokémon Game Boy game over and over again.*

Q: Will Pokémon Gold and Silver be compatible with my Pokémon from Red, Yellow and Blue?

A: *Yes. You will be able to trade any of the original 151 Pokémon between and Pokémon Red, Blue and Yellow and Pokémon Gold and Silver. Of course, you will not be able to trade Pokémon that appear only in Gold and Silver over to Pokémon Red, Blue and Yellow.*

Q: What's the deal with this Tracy guy? He's no Brock.

A: *Tracy is a Pokémon Watcher, which is sort of like a bird watcher. He likes to find Pokémon in their natural habitat and make sketches of them at work and play. Of course, he also likes to sketch trained Pokémon interacting with their Trainers and other Pokémon. He's just a Pokémon fan, plain and simple, and he really knows a lot about Pokémon. He definitely isn't Brock, but he has his own appeal. He also has his very own Marill, which is pretty cool.*

Q: Where can I get Pokémon information online?

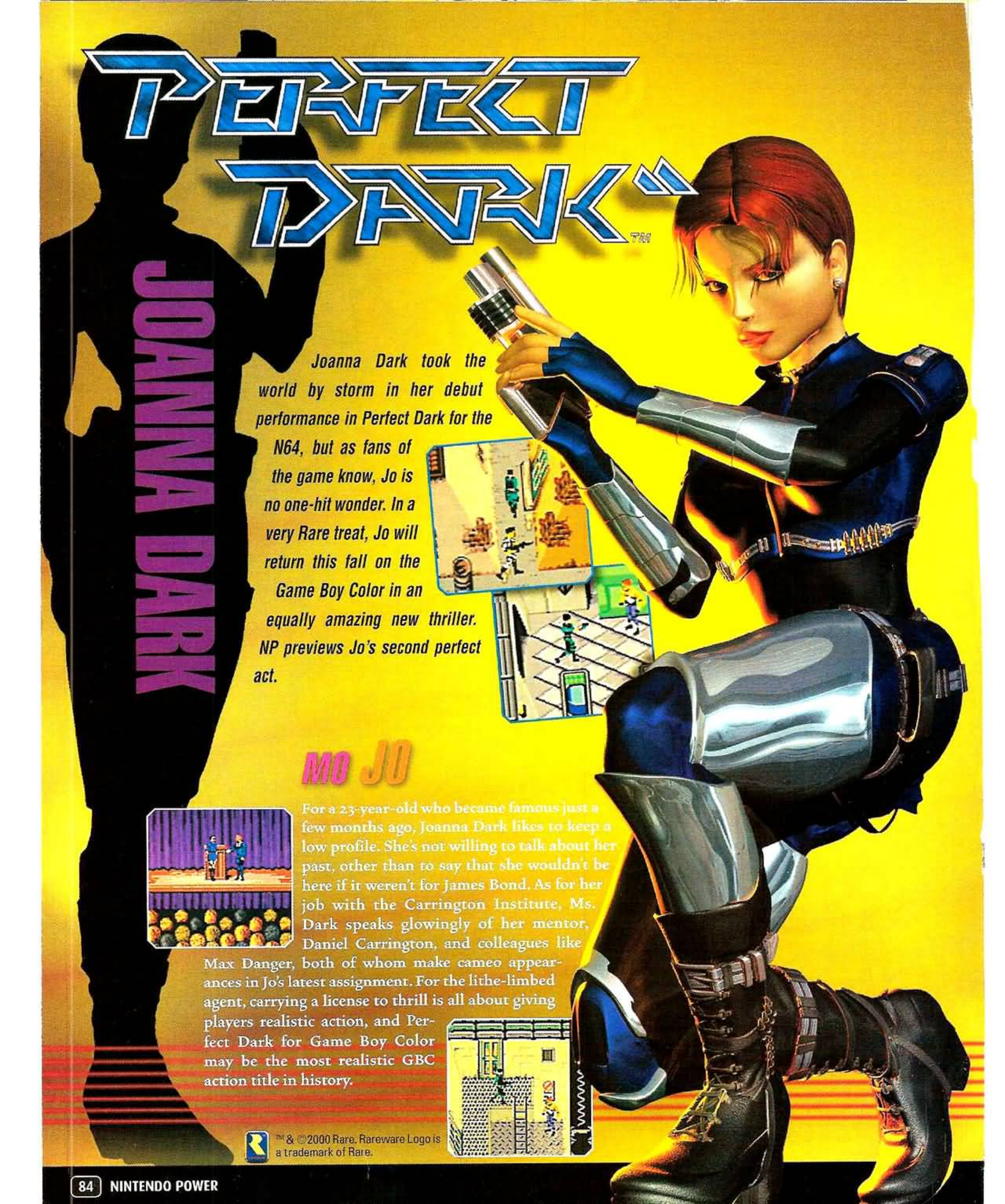
A: *There are a bunch of cool websites that have information on Pokémon in all of its forms. The big daddy of them all is www.pokemon.com, which has links to nearly every official Pokémon website out there. Go for the links, but stay for the great information about all things Pokémon, from Pokémon Snap to Pokémon Stadium—there's even information about events, tours, the TV show, upcoming games like Pokémon Puzzle League and so much more! Here's a list of our favorite Pokémon-related websites:*

www.pokemon.com
www.pokemonsnap.com
www.pokemonstadium.com
www.p2kthemovie.com
www.wizards.com/pokemon/



You can now email the Pokécenter with all of your Pokémon-related questions and comments and your Colosseum teams at pokecenter@nintendo.com.

For more Pokémon news, be sure to check out www.pokemon.com!



PERFECT DARK™

JOANNA DARK

Joanna Dark took the world by storm in her debut performance in Perfect Dark for the N64, but as fans of the game know, Jo is no one-hit wonder. In a very Rare treat, Jo will return this fall on the Game Boy Color in an equally amazing new thriller. NP previews Jo's second perfect act.

MO JO

For a 23-year-old who became famous just a few months ago, Joanna Dark likes to keep a low profile. She's not willing to talk about her past, other than to say that she wouldn't be here if it weren't for James Bond. As for her job with the Carrington Institute, Ms. Dark speaks glowingly of her mentor, Daniel Carrington, and colleagues like Max Danger, both of whom make cameo appearances in Jo's latest assignment. For the lithe-limbed agent, carrying a license to thrill is all about giving players realistic action, and Perfect Dark for Game Boy Color may be the most realistic GBC action title in history.

NO LONGER IN THE DARK

GAME EXPECTATIONS

Perfect Dark for the N64 and GBC are two very different games, but they share several important elements. When asked about the differences, Jo is quick to point out that even though GBC has some limitations, the developers at Rare blew away everyone's expectations with the 32-Megabit Pak. "It has incredibly crisp graphics, unbelievable sound and speech, and the sort of game depth that you'd expect only from masters of the art. It's simply brilliant," stated Joanna. The new story and missions are sure to please PD fans. "They've included the Rumble feature, as well, so you can feel my pain," Jo teased. The exclusive Game Boy Color title also features battery-backed save files, Game Boy Printer compatibility, Game Link multiplayer modes and an IR option. "It's ever so much more fun with two," Jo added.


This sort of crispness and color is available only on Game Boy Color systems. PD is the most advanced GBC game to date.



Players can share unlocked maps with each other using the infrared port on Game Boy Color.



Much of the game is viewed from a top-down perspective, but some areas like the target ranges have a more 3-D look and feel.

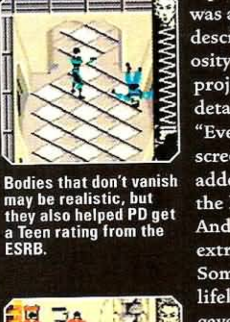


In the game's story line, Joanna is just finishing her training at the Carrington Institute.

PHOTO OPS


Cinematic sequences tell the tale of Jo's flight into danger when her first assignment drops her in dataDyne's South American domain.

There's no denying the quality of the graphics in Perfect Dark. Joanna might have blushed ever so slightly when we compared her beauty to that of a perfect sunset, but she was all business when she described the visual virtuosity of her latest virtual project. "It's all about detail," she pointed out. "Even on the small screen, the artists at Rare added little touches, like the look of dirt or grime. And the animations are extraordinarily lifelike." Some of the game is so lifelike that the ESRB gave PD for GBC a Teen rating. There's the suggestion of blood, and defeated guards are left lying on the ground. "It's much tamer than the M-rated N64 game," Jo noted. "Still, it may not be what you'd expect on Game Boy."


Bodies that don't vanish may be realistic, but they also helped PD get a Teen rating from the ESRB.

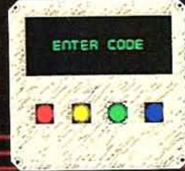

PD portrays the grit of real life, but Jo shines like a star. "You can't really tell," she says, "but I'm wearing designer fatigues."


Smart interface elements like the zigzagging life meter make it easy to see Joanna's condition at a glance. Flatlining is bad!

JO'S GAME

Jo's smoldering charms aside, the unsung hero of PD is the game play. Joanna summed it up for us. "This is a game of stealth. You have to think before you act. In fact, you'll find yourself stalking the guards and other enemies, searching for vantage points where you can take a shot while remaining concealed. The only way I survived in most of the six levels was by memorizing enemy locations." Variety is another spice that livens up PD according to our agent-on-the-go. "There's the driving and sharpshooting, of course, but I get the biggest thrill from flying the Orca 1 dropship." It's all in a day's work when Jo's on the job.


Jo doesn't let the threat of ambushes stop her—not when she can turn the tables.



Sounds and colors are the keys to unlocking coded doors.

JO ON THE GO

In the N64 PD, players moved about in first person as if they were inside Jo's head. In the GBC game, players are outside, and the moves have an entirely new flavor. "The most important things to remember are sound and line of sight," Jo explained. "If you run, it's likely to attract the attention of a guard, so most of the time you tiptoe around like a cat stalking a mouse." The Carrington Institute's all-time top graduate also revealed a less sporting tactic while on the prowl. "I like to sneak up on enemies from behind," she admitted sheepishly. Once an enemy is down, she must search the body quickly to find extra ammo or Med Kits. In the N64 game, body searches were automatic, but not so this time around.



A double tap in the direction you want Jo to go will start her running. You'll hear her combat boots—and so will any nearby guards.



Jo can fire her weapons in eight directions, but her enemies are just as skilled at the 45-degree attack.



The dataDyne guards are smarter than you may think. They shift patterns unpredictably, particularly after they've been hit.



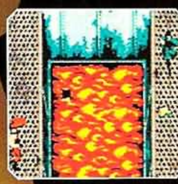
Borrowing a page from the classic arcade game Spy Hunter, Rare created a racing stage where Jo takes the wheel.



When a guard goes down, Jo searches for ammo, weapons and Med Kits. The Select Button activates the body search.

IMPERFECT FOES

What's an agent to do when she's pursued by characters with names like Mink Hunter, Octopus Prime or the Attack Cyborg? "I do my best to shoot straight," said our cheeky heroine. It's not as easy as it sounds, but the worst of the PD baddies have weaknesses that a trained operative should notice. The lesser villains in the game present another challenge. They're everywhere, and they're alert.



Jo faces Mink Hunter with nothing but ninja-style throwing stars.

JO'S GEAR

Top-rated combat gear is a girl's best friend when she's overseas and facing cyborg soldiers in the jungle. Jo uses a variety of weapons and other items, most of which are accessed and equipped on the Inventory page. She picks up items in crates or from fallen foes. The Inventory also includes a timer, a Mission Objective update, and Rumble control.



Don't blow Jo's cover. Defuse bombs with the laptop computer.



The Inventory Page holds weapons, items and general information such as the status of your health.

PERFECT SOUND?

Not only does Joanna look great in the mini-masterpiece from Rare, but she sounds like a million bucks, too, minus some change. There's no getting around the tinny quality of the Game Boy speaker, but even so, the sound effects and speech quality are impressive. "It's a bit unnerving when the guards start bellowing for medics," admitted Jo.



Daniel Carrington addresses Joanna on her wrist communicator at key times.



Even the lowliest guard rattles off a line or two in what is surely the most talkative GBC game ever.

DATADYNE

THE PERFECT MATCH

JO'S JOURNEY



Known for turning out top field operatives in the turbulent twenty-first century, the Carrington Institute reached its peak when Joanna Dark graduated in 2022. Perfect Dark for Game Boy Color begins with Jo's final training sessions at the institute. But it's only during her final field test that the real action begins. Carrington sends his perfect operative to South America where an illegal cyborg manufacturing facility has been detected. As Joanna penetrates the jungle, the factory, the dataDyne base and other key areas, she learns of a deeper secret—one that foreshadows her dealings with dataDyne and Cassandra De Vries in 2023, which is the time of her N64 adventure. "After playing the N64 game, a lot of people wondered why Daniel would send such an inexperienced agent to face dataDyne," Jo confided in us. "This game explains the motivations behind that decision."

PERFECT DARK

PERFECT PLACES



The street level is Jo's final training run. She faces plenty of challenges but no serious threats.



Once the Orca 1 drops Joanna deep in the South American jungle, she must fight her way stealthily to the cyborg factory.



The heavily armed factory workers have to work overtime to stop Jo from wrecking their production line.



SOMETIMES THE WORLD IS A VERY DARK PLACE.



Some things never change, like the presence of evil bases.



Daniel Carrington will show up with advice if Jo needs information. Each stage may have several mission objectives to complete.



Whether by air or sea, danger seems to follow Jo wherever she goes. As a new agent, she learns that it's not easy being green.



While facing mechanized mortality, Jo shows off her agility by dodging shots, then she aims at a chink in the armor.



Hostages are nuisances, but you can't sacrifice them even if it means saving a shot. At heart, Jo is really a people person.

TWO CUPS OF JO

Joanna pulls double duty in PD when you consider that the single-player game is only the beginning. Two players with two Game Boy Colors, two Perfect Dark Game Paks and a Game Link Cable can see the other side of Jo. Eight styles of play have been packed into the title, and you can choose from 25 maps...that is if you've opened them all by playing the single-player game. Many of the modes are what you'd expect. There are variations of Capture the Flag and King of the Hill that PD N64 fans will recognize. You'll also open up several unique modes such as Counter Force, in which one player holds hostages while the other tries to free them. There's even an Air Hockey simulation for players who need a break from all the gunplay.





First To.... is a simple two-player match in which both players try to reach a predetermined goal first. New maps open up as you complete missions in the single-player game.





In Flag Run, players search for a hidden flag somewhere in the arena. A player who holds on to the flag for three seconds will earn a point. Once you've opened an arena, you can share it with friends using the infrared port.





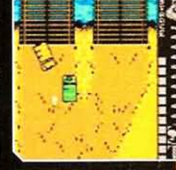
Counter Force feels like an op since you have a mission—either keep the hostages safe or take out the holder of the hostages. The strategy changes dramatically in new arenas.

EXTRA PERFECT

Combating dataDyne's evil machinations isn't the only thing that keeps Agent Dark going. When she has a moment, she enjoys looking at her collection of Recon Photos, and so can you when you print them out on your Game Boy Printer. The collection will grow as you progress in the game. The Extras option also expands as you progress. You'll be able to replay areas such as the Jungle Chase as minigames. Infrared Communication with other PD owners is yet another extra. You can share unlocked maps for multiplayer matches.



Hook up your Game Boy Color to a Game Boy Printer and create stickers of PD scenes.



You can play the Jungle Chase over and over, perfecting your driving combat skills.

PERFECT PREQUEL

Joanna Dark is on a roll. Her best-selling N64 title is being followed by an equally impressive GBC game scheduled to launch August 28th. With five bosses, six expansive worlds, eight multiplayer modes, 11 types of action and 25 multiplayer maps, Perfect Dark is a vast game. There's even a secret connection to the N64 PD using the Transfer Pak. So what's next for Jo? "I'd like to get a band together," she said. Sounds perfect to us.





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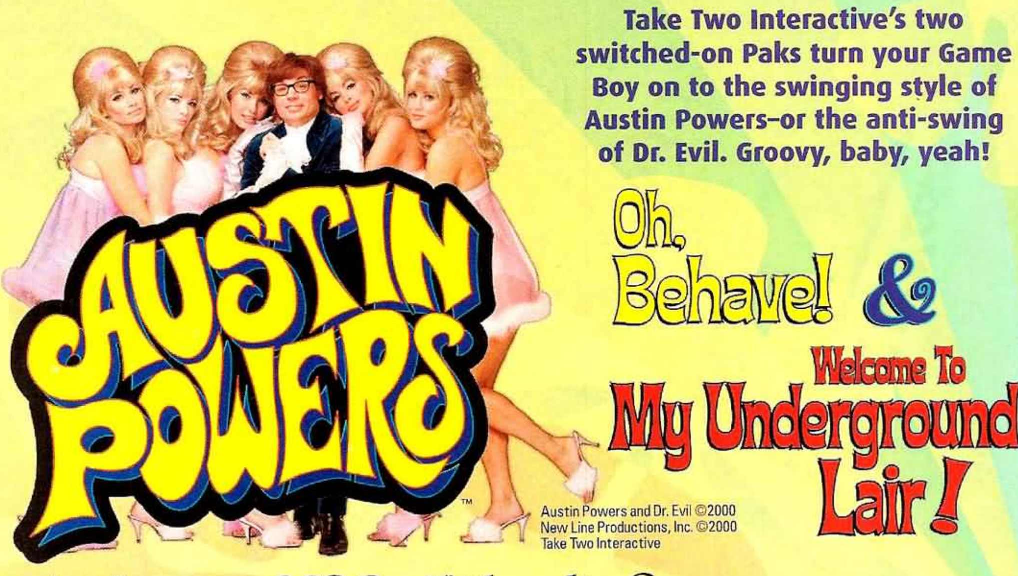
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Take Two Interactive's two switched-on Paks turn your Game Boy on to the swinging style of Austin Powers–or the anti-swing of Dr. Evil. Groovy, baby, yeah!

Austin Powers...PC? Dr. Evil...online?

Austin Powers: Oh Behave! and Dr. Evil: Welcome to My Underground Lair turn your Game Boy into a "fully functioning PC" working under either the Austin Powers 2000 and FAB-DOS operating systems or the Dr. Evil 2000 and EVIL-DOS operating systems. The two Paks have everything you need to study for a challenging career as a smashing secret agent like Austin, or a diabolically dangerous henchman for Dr. Evil. In these technologically advanced days, your spy or toady training is accomplished mainly through poking around the "computer" setups of the International Man of Mystery or his archenemy, accessing official Austin Powers "websites," listening to audio clips and playing games. The games probably won't make you the suave operative or sinister flunky of your dreams—but they are a happening way to pass the day.

Log on, baby!





You'll have to personalize your copy of Austin Powers 2000 or Dr. Evil 2000 before the grooviness can commence. You'll be asked to enter information such as your name and gender. After you've handled a few more questions, you can finally begin the browsing.

If That's Your Bag...

No superspy or villain would dare leave the house without a gadget or two to use. If Game Boy accessories are your bag, baby, you can use them with Austin Powers: Oh Behave! and Dr. Evil: Welcome to My Underground Lair. The games take advantage of the Game Link Cable and the Game Boy Printer, allowing you to play some games head-to-head and print notes.

Link Up

You can play a couple of the games—Domination and Rock, Paper, Scissors—as two-player games with the help of the Game Link Cable. You need two Game Boys and two Game Paks, too.

Print Out



The notes you type in Austin's Pad or Evil Launch Pad can be beamed to another Game Boy Color user with the infrared port, or printed out with the Game Boy Printer.



TEEN T CONTENT RATED BY ESRB

NP: HOW IT RATES

A few amusingly ribald Austin Powers-isms earned this game a T rating from the ESRB.

Your Own Swinging Pad

Both games invite you to make yourself at home within the digital domain, and you can customize most of the interface to your liking. When you're ready to start exploring your files, just double-click on things you want to open by pressing B twice, and use the Start Button to minimize a program by selecting, appropriately enough, Mini-Me.

Cursor Control





Move the cursor around with Up, Down, Right and Left. To open a game, application or folder, just stop the cursor over its icon and hit B twice. If you just want to see what each icon represents, press B once. Its name will appear on the Random Task Bar.

Random Task Bar





The Random Task Bar, named after Dr. Evil's bowler-hat-topped henchman, displays the names of selected files and holds any items that are Mini-Me minimized. You have to use the symbol on the left of the Random Task Bar to shut down properly.

Background Check





Select the Mojo or Lair button from the Random Task Bar to set the background and its position and color. The Lair button appears inside the four main folders, so you can have one picture greeting you in the Games folder and quite another in the Gadgets folder.

Icon Help It





In both games, the starting screen has four folders full of fun: Games, Groovy or Evil Things, Gadgets and Programs. Inside each of the folders reside many more files and functions for you to fool around with. Just double-click on the icon—away you go.

Go-Go Gadgets

Gadgets is the faux-techie side of things, with a gateway to FAB-DOS or Evil-DOS, and a widgety Analyzer that runs a diagnostic on your Game Boy for viruses. Watch what you do around the mushroom cloud-shaped icon, however. That is the Format area, where you can erase all of your hard work with just a few button clicks.

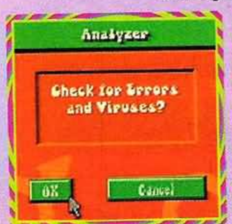
DOS Not All





If you like the jokey DOS intro, you'll love the DOS interface. At the C Prompt, you can type in all sorts of wacky commands. It's just like with a real computer, only sillier. It's an excellent place to enter codes. Try entering the names of characters from the movie to start.

Analyze This

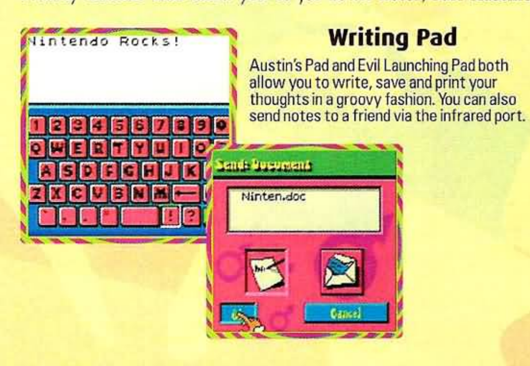




While it may seem unlikely for your Game Boy to contract a virus, you must always remember that evil (or good) is afoot everywhere, so you should use the Analyzer to check your Game Boy's integrity now and then, especially after trading items.

Put the Grrr in Progrrrams

The Programs and Groovy (or Evil) Stuff Folders are filled with all sorts of brilliant diversions to keep you busy. The Programs are swanky utilities that allow you to jot down notes, surf Austin's Webpage on the fake Internet, and trade stuff with your agent and henchman friends. The Groovy or Evil Stuff folder is filled with more ways to customize your already fab desktop.



Writing Pad

Austin's Pad and Evil Launching Pad both allow you to write, save and print your thoughts in a groovy fashion. You can also send notes to a friend via the infrared port.



Internet

When you select Internet, you'll be treated to the inside scoop on everything Austin Powers—the actors, the production and the credits for both hit movies.



Calculator

The working number-cruncher is a 10, baby! Austin's Shagulator and Dr. Evil's Frickulator are ready to help you with those big numbers so you can divide and conquer.



Trading Center

Feeling generous, are you? You can send a background, sound clip or screen saver to pals with the infrared port. They, of course, can also send a present your way.



Samples

Both Paks come with many sound clips. Oh Behave! features mainly the inspirational sayings of Austin Powers, while Welcome to my Underground Lair features Dr. Evil's words of wisdom.

Cursors

If you're getting tired of the same old cursor, just double-click on the Cursors folder (under Groovy or Evil Stuff) to pick out a new one. Sometimes the cursor can make all the difference.



Color Scheme

Sure, you've changed the background on your desktop—but what about a little love for the Random Task Bar? The color schemes are preset, but they're all definitely groovy.



Screen Saver

No one wants screen burn-in, especially not an international man of mystery. Don't fret. Pick your favorite screen saver from those on hand and worry about your screen no more.

The Spy Games

The other areas of Austin Powers: Oh Behave and Dr. Evil: Welcome to My Underground Lair are meant for either exploring or customizing the interface, but the Games section is far more straightforward. Just play the games and rack up the high scores. If you've got a Game Link Cable, you can play two of the games against a friend who also has one of the groovy Game Paks.

Rock, Paper, Scissors





A suspenseful spin on the schoolyard standby pits Austin or Dr. Evil against cartoonish foes like Frau Farbissina and Number 2. The suspense comes from the time limit placed on the rock, paper or scissors selection. Link up with a pal for a real challenge!

Mojo Maze

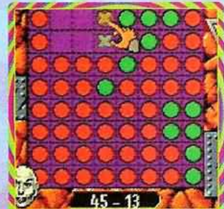




In Austin Powers: Oh Behave, you play the Mojo Maze with the swinging secret agent, picking up male symbols and avoiding the various monsters. The Lightning Bolts give you a burst of speed, and the Glowing Rods give you the temporary ability to attack your enemies.

Domination





Play a simple game of Austin Vs. Evil in either version of the game. Your goal is to surround your enemy's pieces and flip them over to your color. Hard-to-miss X's will show you where you can and cannot place one of your pieces.

Evil Mojo





When you tackle the Mojo Maze in Dr. Evil: Welcome to My Underground Lair, you will be picking up Dr. Evil's symbol instead of a male symbol. You still have to avoid monsters, even though you are at least 10 times as evil as they will ever be.

He's 'Kin Evil





Dr. Evil and Mini-Me go for a frighteningly dangerous motorcycle ride in the challengingly designed and titled game, He's 'Kin Evil, found only on Dr. Evil: Welcome to My Underground Lair. Speed is sometimes your enemy in the funny cycle game.

Oh, Behave!

Fans of *Austin Powers: International Man of Mystery* and *Austin Powers: The Spy Who Shagged Me* will definitely go gaga for these silly, inventive games. There are many in-jokes that simply won't make sense to an outsider, from the Random Task Bar to the Unibrauser in Dr. Evil's Internet setup. Still, there's something truly addictive about a digital version of Rock, Paper, Scissors that anyone can appreciate. Shagadelic!



FLICK THE COMPETITION

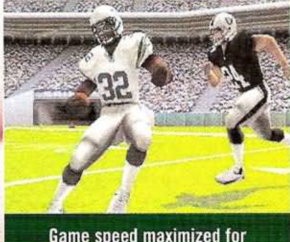


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ARENA are you game?

the CHALLENGES

1 Kirby 64: The Crystal Shards
100-Yard Hop

Leap into Kirby 64's Minigame Mode and compete in the 100-Yard Hop. Jump and double-jump to reach the finish line, then send us a photo of your record time. If it ends up being one of our top 25 hoppin' mad high scores, you'll have a reason to jump for joy—you'll win Power Stamps.



2 Perfect Dark
Quick on the Draw

For this month's N64 Perfect Dark challenge, we're setting our sights on the best duelists. Win Bronzes for every weapon in the Firing Range to unlock The Duel, then try to win all three showdowns on Perfect Agent difficulty as fast as you can.



3 Tony Hawk's Pro Skater
Big Air, Big Scores

Take your board for a spin (maybe a 900-degree one if you've got the skills) on the Halfpipe in Tony Hawk's Pro Skater for Game Boy Color. Bust out big tricks and bigger points, then send us a photo of your high score. The best point-gettin' go-getters will land in an upcoming edition of Arena.

TWISTED CHALLENGES

In The Legend of Zelda: Ocarina of Time, how many Gold Skulltula Tokens can you collect without using a Hookshot or Boomerang?

from Robert Wu, Westminster, CA

What's the highest number of awards you can win at the end of a Mario Party 2 game without being a "Superstar?"

from Lawrence Yee, Meaford, ON

Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME

Finished Game with Three Hearts and No Continues (Vol. 118)

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Johnathan McGowan, Guyton, GA
Matt McGrath, Yucaipa, CA
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Gregory Fagan, Temple, TX
Jesse Fenlon, Flint, MI

***STAR WARS*: EPISODE I: RACER**

Best Zuggo Challenge Times (Vol. 123)

Calvin Higa, Seattle, WA	5:11.061
James Whitten, San Diego, CA	5:33.157

Best Sunken City Time (Vol. 123)

Johnny Duong, Buena Park, CA	3:58.725

Best Dug Derby Time (Vol. 123)

Aaron Cooper, Camlachie, ON	2:03.369

Best Baroo Coast Time (Vol. 123)

Aaron Cooper, Camlachie, ON	4:35.922

Best Grabvine Gateway Time (Vol. 123)

Dan Blickensderfer, Bloomington, IL	6:24.320
Shawn Laramie, Idyllwild, CA	7:26.448

Best Sebulba's Legacy Time (Vol. 123)

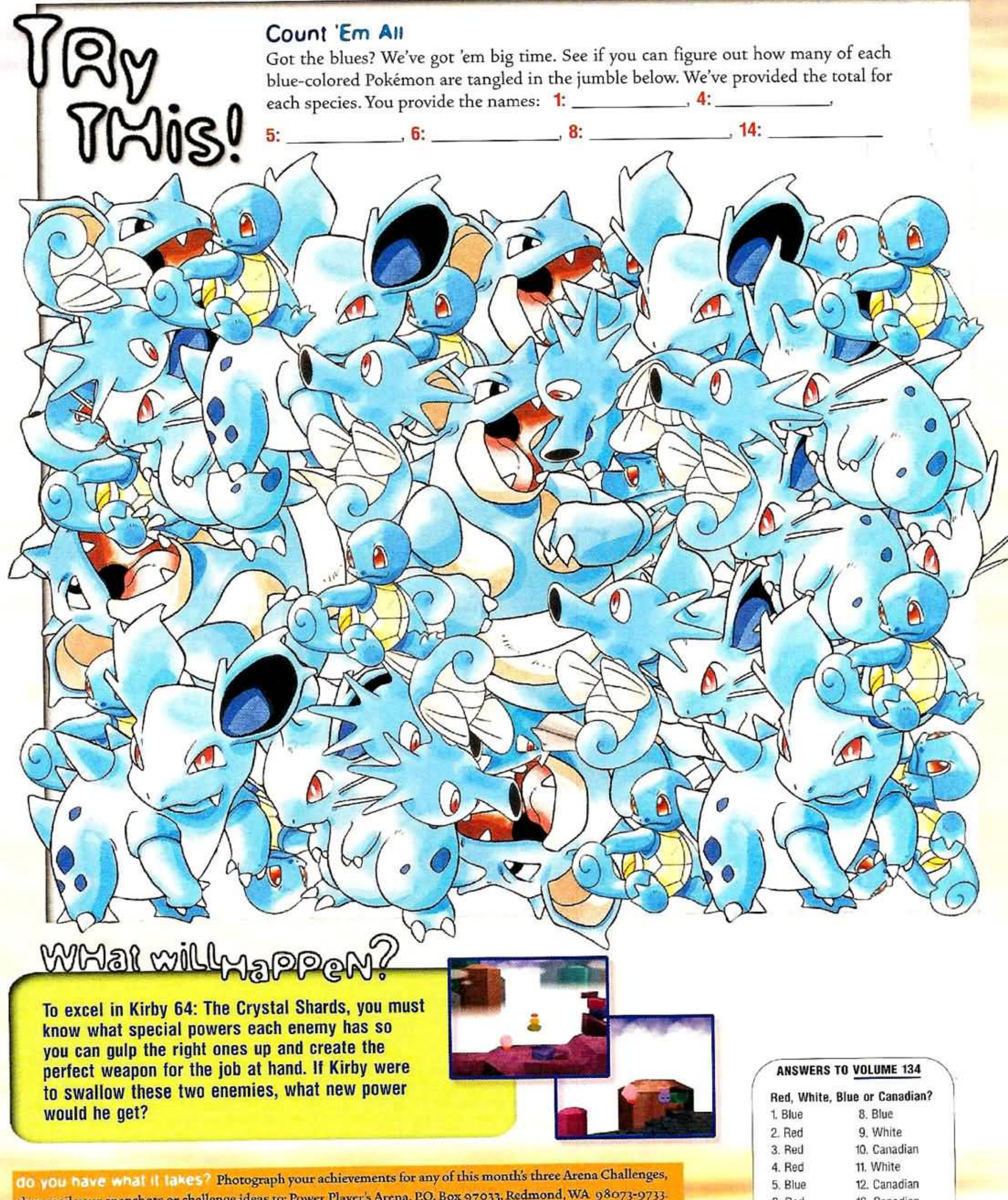
Calvin Higa, Seattle, WA	2:16.766

TRy THis!

Count 'Em All

Got the blues? We've got 'em big time. See if you can figure out how many of each blue-colored Pokémon are tangled in the jumble below. We've provided the total for each species. You provide the names: **1:** ____________, **4:** ____________,

5: ____________, **6:** ____________, **8:** ____________, **14:** ____________



WHat wiLL HaPPeN?

To excel in Kirby 64: The Crystal Shards, you must know what special powers each enemy has so you can gulp the right ones up and create the perfect weapon for the job at hand. If Kirby were to swallow these two enemies, what new power would he get?

ANSWERS TO VOLUME 134

Red, White, Blue or Canadian?

1. Blue	8. Blue
2. Red	9. White
3. Red	10. Canadian
4. Red	11. White
5. Blue	12. Canadian
6. Red	13. Canadian
7. Canadian	14. Blue

Where Am I?

Chicago's sewer tunnel

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is September 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.


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enter to win!
GRAND Prize
ONE lucky winner will be able to tear through the cold stuff this winter on a BRAND-NEW POLARIS® SNOWMOBILE, then relax inside while playing POLARIS® SNOCROSS FOR THE N64 and GAME BOY COLOR from Vatical™ Entertainment.
<The rest of us will just stand around shivering.>
POLARIS
SnoCross
SECOND Prize
Five winners will receive a copy of POLARIS® SNOCROSS for both the N64 and Game Boy Color, PLUS a Polaris® SnoCross T-shirt.
THIRD Prize
Fifty winners will receive a Nintendo Power T-SHIRT.
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YOUR VOTE COUNTS
YOU CAN'T WIN IF YOU DON'T SEND IT IN!
FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!
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NINTENDO POWER
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P.O. BOX 97062
REDMOND, WA 98073-9762
One entry per household. Entries must be received by 9/1/2000 . NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries or damages due to events beyond NOA's control; or (c) printing or typographical errors. By entering these Sweepstakes, eEntrants consent to being placed on a mailing list for promotional materials. On or about 9/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question within a specified period of time to claim a prize. NOA will attempt to notify winners by mail by 10/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One entrant will win one (1) Polaris Snowmobile, model to be determined solely by Nintendo and Vatical, and one (1) copy of Polaris Snocross for the N64 and one (1) copy of Polaris Snocross for Game Boy Color. The Polaris Snowmobile awarded may differ from the one pictured. Model, year and color are subject to availability. Approximate Retail Value (ARV) of Grand Prize package is $4,000. Second Prizes: Five (5) entrants will each win one (1) copy of Polaris Snocross for the N64 and one (1) copy of Polaris Snocross for Game Boy Color, ARV: $99. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, Vatical and their/its affiliates, subsidiaries, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSES OR DAMAGES claims, costs, injuries, loses or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright © 2000 by NOA. All rights reserved.



Ridge Racer 64

HOW DO I HIT THE HELICOPTER?

There's something you don't see every day: a car colliding with a helicopter. The helicopter appears throughout the game, hovering tantalizingly close to the racetrack, but you won't be able to hit it until you have some speedy wheels—the speediest, in fact. Only the Screamin' Eagle and the Ultra 64 have the horsies under their hoods to knock down the whirlybird. You'll need to use one of the the two cars on the first course in X or Z Class. Drive your rocket sled to the hairpin turn just beyond the midway checkpoint, then lie in wait for the chopper. When the helicopter goes around the corner, wait three or four seconds then hit the gas. If you have enough speed built up and hit the jump correctly, you'll slam into the helicopter. Aside from the gut-wrenching thrill of instigating a high-altitude collision, your efforts will unlock a secret vehicle: the Rory Red Car.



Wait for the helicopter to go around the corner then make tracks for the next bump in the road. Keep trying until you get the timing right.



No need to look for the black box—you're responsible for the mid-air collision. Amazingly, it causes no damage to your car or the chopper.

HOW DO I SHAVE SECONDS OFF MY TIME?



If you're lagging behind in the early races or if you just want to shave a few nanoseconds off your already blazing times, there are a few general guidelines you can follow. First, and most importantly, don't drift unless you absolutely have to. You lose time with every drift, so try to fly through the turns at full speed. You should also try to get in front of CPU-controlled cars as fast as you can. Once you're in front of them, most cars will not bother you again for the rest of the race. Of course, neither of those strategies will help you unless you know the courses. Practice in Freerun Mode to burn them into your memory.



What's with all the drifting and braking, Grandpa? Take those turns at full speed. Your gambles will eventually pay off with fast times.



Zip past other cars as quickly as possible. Come-from-behind victories are rare among CPU-controlled cars.



Freerun Mode isn't just for sightseeing. Go around a track until you know it well, then try out different strategies.

Looney Tunes: Duck Dodgers Staring Daffy Duck

HOW DO I REACH THE ATOM IN THE MINE?

If you look to your left while walking across the mine cart tracks over the water, you'll see an atom on a seemingly unreachable ledge. You can make the jump, but it will take some practice. There's another ledge located a little more than halfway across the water to the right of the tracks. It's an easy leap to the ledge but a tricky double jump to the tracks above it. Carts roll across the tracks at regular intervals, so be prepared to hurdle them as you cross to the other side. Jump down diagonally to the ledge to reach the atom.



The first ledge to the right of the tracks isn't that obvious unless you're looking for it. It's an easy jump, but the next leap takes practice.



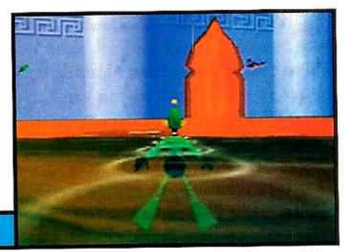
Line yourself up so you're facing straight down the tracks—it will be easier to land on the tracks when you jump over the carts.

HOW DO I ENTER HASSAN'S PALACE?

When you first lay eyes on the palace, it's on the opposite side of a deep chasm. You can't climb up the far cliff wall, and a mean-spirited earthworm guards the trench. You'll need to fill the gorge with water to get across. Maneuver through the cacti to a campsite on the shore of a lake. Skirt past the two guards to a plank that serves as a bridge to a small outcropping. You'll find a large red button with a sign that reads "Don't Push." Luckily, ducks can't read—push it to fill the gorge.



The sign on the big red button is clearly meant for somebody else. Push it to drain the reservoir. The water will flow into the palace gorge.



Once the trench is filled, the palace doors will be just a short swim away. Unfortunately, the doors will be locked until you have ten atoms.

HOW DO I REACH THE ATOM ABOVE THE BOXING CLUB?

The mean streets of Planet J are a tough place for a duck to score some atoms, if he's so inclined. You'll have to go to great lengths to attain the prized power particle on top of the boxing club's marquee. It's too high for a double jump from the ground, and you can't fly up to it—Dodgers is too highly evolved for simple flight. The only solution is to play in traffic. Wait for a speeding car to turn the corner, then jump as it approaches. When you land on its hood, jump again to reach the marquee. As you might guess, timing is everything with this maneuver. Unless you're very lucky, success is a matter of trial and error.



Somebody has flung an atom onto the marquee of the boxing club. Since you left your ladder at home, you'll need to find another way up there.



Take up a position in the street in front of the marquee then wait for a car to come speeding toward you.



Time your first jump so you land on the hood or roof of the car, then jump again to reach the ledge where the atom is located.

Bomberman: The Second Attack

HOW DO I MAKE POMMY EVOLVE?

Your little friend can evolve throughout the course of the game, but only if you collect plenty of food. Fortunately, food is in abundance. Keep blasting objects and enemies to make meats, fruits and vegetables appear. If you collect enough food on a planet, you will start seeing changes in Pommy on the next planet. The type of food you collect determines what type of change occurs. If you collect meat, he'll get stronger. If you collect fruit, he'll become smarter in his attacks.



Blast open crates to reveal delicious morsels of food. Collect plenty of food on one planet to ensure Pommy's evolution on the next.



Not only will your little creature friend look different, he'll demonstrate new characteristics like greater strength or intelligence.

WHAT'S THE BEST WAY TO DEFEAT BAELFAEL?

You'll need to battle a hotheaded young Astral Knight named Baelfael before you will be able to escape from Alcatraz. Try to collect as many items as you can before you reach him, but don't depend on them to see you through the battle. He'll disable your Remote Control power-up and kick away your bombs, but if you drop enough bombs, you'll score some hits against him. Place the explosives near the corner pillars of the room, where Baelfael pauses to launch his attacks.



Keep moving to avoid Baelfael's flamethrower. You should also keep track of your own bombs—the boss will kick them across the room.



Leave the bombs near the pillars. Baelfael will eventually blunder into an explosion. It takes five hits to defeat him.

HOW DO I ACCESS THE STAIRCASE ON AQUANET?

There is a staircase in the room beyond the fountain on Aquanet, but it will be out of reach until you solve the fountain puzzle. After defeating the enemies in the fountain room, toss an Ice Bomb at the dancing waters to freeze the fountain into an ice sculpture. Switch to Fire Bombs to shatter your new creation into crystal shards. The staircase will have been lowered in the next room when you return. What appears to be a short drop from the room's main platform to the base of the staircase is actually impossible, because Bomberman's leaping abilities are too weak. Instead, use an Ice Bomb to create a frozen bridge.



Make an instant ice sculpture—no chainsaw required. Just toss an Ice Bomb into the fountain to freeze the flow.



The frozen fountain looks like a prime candidate for a Fire Bomb. Shatter the ice to lower the staircase in the next room.



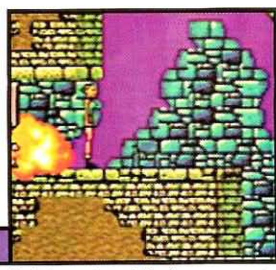
Don't try jumping down to the staircase—you'll fall into the water. Create an ice bridge to walk across.

Tomb Raider

WHAT DO I DO AFTER REACHING THE ALTAR?

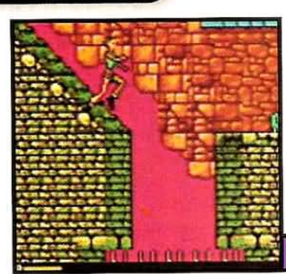
Activating the Altar is the first major objective in Temple A, but it isn't clear what you need to do once you find it. Just stand in front of it and press Up on the Control Pad to see a cut scene that will fill you in on more of the story. When the cut scene is finished, exit the room using a stairway to the left of the altar. Keep moving left and climbing up until you find a rock wall. Destroy the wall with Dynamite then move left until you reach the crumbling floor. Activate the nearby switch then climb up an outcropping to grab some Dynamite. Hop over the spike pit then blow up the stones covering the hole over a set of handholds. Go down and right then move up two sets of handholds. Keep moving right until you reach a hole—the exit to Temple B.

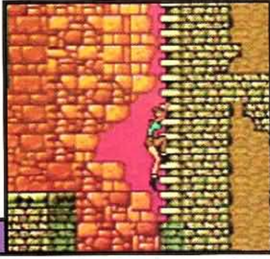

Press Up on the Control Pad while standing in front of the Altar to begin a cut scene.


Switches and crumbling floors are great when you can find them, but you need to blast your way through stone walls.

HOW DO I AVOID SPIKES IN TEMPLE B?

You'll make a soft landing when you arrive in Temple B, but don't expect nice pools of water at the bottom of the level's other pits. Instead, you'll often find nasty arrays of sharpened spikes left there by security-minded Aztecs. One of the toughest challenges in the level appears right after the first Save Point. A slippery slope leads directly into a lethal landing pad. Avoiding perforation demands quick fingers and perfect timing. As you move down the slide, wait until you are about three-quarters of the way to the bottom then hit Up on the Control Pad while holding down the B Button. If you time the jump correctly, you'll land on a narrow platform with a Large Medipack. Hit the Up/B combination again to leap to the handholds then quickly hit the B Button again to hang on. If you slip up, it'll be Lara-on-a-stick.


It may take some practice before you get the timing perfect on the jump from the slide. Be sure to activate the nearby Save Point before you try the maneuver.


It's easy to jump from the narrow platform to the handholds, but remember to hold on once you make contact by pressing the B Button.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.)

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

DAIKATANA

Q: Can I drown?
A: No. Apparently, you have gills.

Q: What is the highest Skill rating?
A: Level 5.

Q: Do I ever use the Daikatana?
A: You use it in Mission 5 of Episode 4, but not before or after.

BOMBERMAN MAX

Q: How do I free a Charabom?
A: Bomb its cage

Q: What's the difference between Red Challenger and Blue Champion?
A: Bomberman is the star of Blue, and his rival, Max, is the star of Red. Each version has different areas and Charaboms.

Q: What's the difference between Bomberman and Max?
A: Just their names and appearance.

ECW HARDCORE REVOLUTION

Q: How do I get out of the cage?
A: When your opponent's health is in the red stage, stand next to the cage then press the top C Button.

Q: Who's the best wrestler?
A: They all have the same skill levels, so the best wrester is the one controlled by the most skilled player.

Game Boy a-Go-Go



Summer Lovin'

What's not to love about summertime? Sunny days, backyard barbecues, and, if you're lucky, a chance to kick back and sample the newest crop of pint-sized powerhouses for Game Boy and Game Boy Color. This month's lineup features games for practically every taste, including Pocket GT Racing, NASCAR 2000, an action Pak based on the Toonsylvania animated series, the portable version of Track and Field 2000, an old-fashioned space shooter, and even a mystery/adventure starring Mary Kate and Ashley Olsen. We say again—what's not to love?



Fashion Sense

She's a legend in her own mind, so it's only natural that the first game in this month's a-Go-Go is Rugrats: Totally Angelica from THQ. In the unique Game Boy Color-only title, you must help Angelica win clothes, shoes, jewelry and other accessories from various stores, and then put together winning wardrobes for the mall fashion shows. The simple adventure is definitely for younger players, but having a little bit of fashion sense couldn't hurt.



Mall Rat

Angelica never does anything halfway, so you must visit every store in the mall to find the perfect clothes, jewelry, makeup and hairstyles. You can make the change from Rugrat to mall rat in just a few easy steps!



Clothes Horse

Each store features a different minigame for you to play. If you win the challenge, you'll be allowed to choose one item from the store as a reward. Check the signs in front of the shops to see the types of merchandise they carry.





Fashion Plate

You'll start the game on the first floor of the mall. Visit each store several times until you feel you have enough items to enter the fashion show. Once you make your final choices, the other Rugrats will judge your outfit and award you points. You can enter the show as often as you like, and once you have enough points, you'll be allowed to call the elevator and go up to the second floor.



Movin' on Up

Each floor has more shops and another fashion show. Keep playing games and entering shows until you reach the fifth floor and the final challenge. If you don't like what you're finding on one floor, use the elevator to revisit other floors and shops.



The Angeli-Comm

The coolest feature in the game is the Angeli-Comm. You can use it to generate passwords for your game, as well as swap clothes and items with other players using the infrared ports on your Game Boy Color units. Even better, you can type and send e-mail messages to other Totally Angelica Game Paks via infrared as well. Who would have guessed the Titanic Tot was so tech-savvy?

Minigames

Most of your time will be spent on the minigames, which range from puzzle games to action-oriented challenges. None are particularly difficult, so with a bit of skill and luck, you'll fill your virtual closet soon enough.



Phil and Lil's Bug Hunt

You'll start this game as Phil. Use him to pull the plants. When you find a bug, you'll switch over to Phil's twin sister, Lil. You must catch the bug before it burrows back into the dirt. Collect as many bugs as you can before the timer runs out.



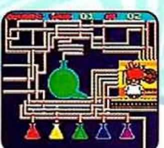
Fluffy's Pinball Maze

Use the springs to direct the ball of yarn through the maze. As the ball nears a corner, tap A rapidly to activate the springs. If you miss a turn, you'll have to wait for the ball to bounce back. The ball must reach Fluffy the cat before the timer runs out.



Cynthia's Shuffle Puzzle

The classic shuffle puzzle has an added twist: You must unscramble the picture within a certain number of moves to win. The picture starts off whole, so watch carefully as the computer shuffles the pieces around the board.



Chuckie's Color Match

Chuckie will light up the colored bulbs in different orders. Repeat each sequence correctly to win the challenge. Each bulb also produces a musical note, so you can use the sounds to help remember the sequences.



Tommy's Match 'n' Snap

Tommy will flip two cards very quickly, one right after the other. If they match, press A before they flip back over to win a point. If you press A when the cards don't match or you don't press A in time, Tommy will receive the point instead of you.

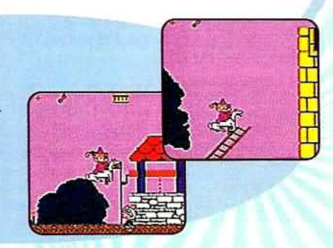


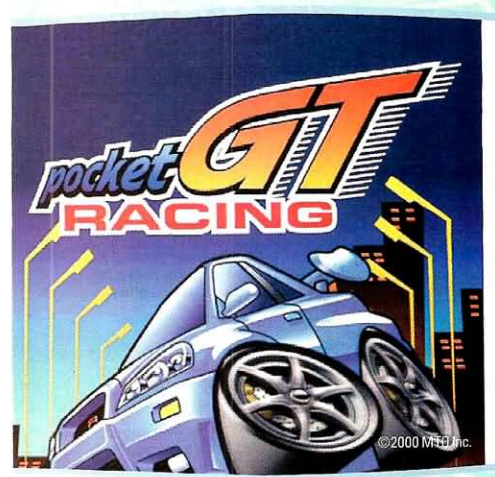
Grandpa's Cookie Catch

This is one time you won't complain about being stuck holding the bag! The object here is to catch the cookies as they fly across the room. The left toaster shoots toward the right side of the room, and the right toaster shoots toward the left.



On the fifth floor, you'll enter the Mario-style, Fantasy Land adventure game. Ride your merry-go-round horse around the stage to find the parts of the ladder, and then build the ladder next to the castle wall. You can also use your magic wand to draw up the bucket from the wells and find special items.





Grand Touring

How many race cars can you lift with one hand? Thirty-two, if you scoop up Interplay's Pocket GT Racing for Game Boy Color. Besides featuring a small fleet of world-class rides, Pocket GT also boasts 24 tracks, four circuits and three play modes. If that's not enough to rev you up, you can also dig into the parts bin and upgrade your engine, suspension parts, muffler, tires and aerodynamics. It's not called "grand" touring for nothing!



Lap It Up

Three modes and 24 tracks add up to lots of driving excitement. The GT Park and Time Attack Modes are for one player only, while Battle Mode pits two live drivers against each other in linked competition.



GT Park

GT Park Mode is where you'll cut your competitive teeth, challenging seven computer-controlled opponents in three-lap races. When you first start the game, you'll have a choice of 17 cars but only one track. As you win races, you'll open up new courses and greater challenges.



Time Attack

In Time Attack Mode, it's just you against the clock. Once you set a track record, you'll race against your own "ghost." If you're having trouble on a specific track, you can use the mode to practice your technique and memorize the course. Time Attack Mode is available for any track that's already available in GT Park Mode.

Head-To-Head

To play the two-player Battle game, you must have two Pocket GT Paks, two Game Boy Color systems and a Game Link Cable. Will you end up taking a back seat to your opponent, or will you turn out to be a real ace on wheels?



Unlock and Upgrade

Taking the checkered flag is a great reward in itself, but you'll earn more than mere glory if you do well on the track. Winning or placing in races unlocks new cars, courses and upgrades you can use in future competitions.



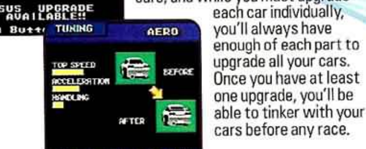
New Challenges

You must place at least third in a GT Park race to unlock the next track. Once a track is available in GT Park Mode, it will also be available in Time Attack Mode. You can visit any open track as many times as you wish in either mode.



That New Car Smell

To earn new cars, you must place first in certain races. When deciding which car to use in a given race, try to match your car's capabilities to the course: top speed for long straightaways and acceleration and handling for twisty tracks.



What, No Leather?

If you place first in a race, you may also win an upgrade. All parts fit all cars, and while you must upgrade each car individually, you'll always have enough of each part to upgrade all your cars. Once you have at least one upgrade, you'll be able to tinker with your cars before any race.

Set the Record Straight

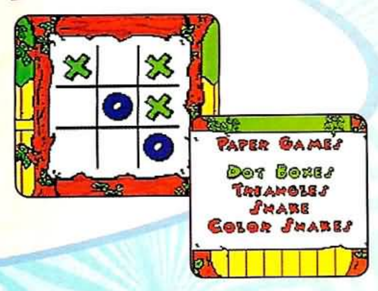
The game will keep track of your progress in GT Park automatically, including your place in each race. It will also keep a log of your best Time Attack times. Once you begin tweaking your cars, you can revisit earlier tracks and try to break your own records.





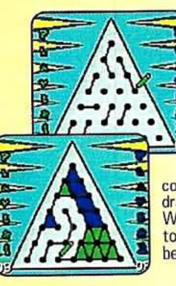
Gobs and Gobs

Gobs of Games from 3DO is one of those low-key releases that normally fall well below the video game media's radar and yet manage to sell, well, gobs. With no fancy graphics or innovative game play, the modest collection of 14 classic puzzle and paper games will more likely succeed on its timeless appeal.



Timeless Classics

Youngsters can while away whole afternoons with endless replays of Checkers, Hangman and Connect-the-Dots. But seriously, does Tic-Tac-Toe ever end in anything but a tie? Well, maybe if you were suffering from "food coma" after lunch...



Connect the Dots

There are several Connect-the-Dot games, including Squares, Triangles and Snakes. In Squares and Triangles, the idea is to complete as many shapes as you can, while keeping your opponent from doing the same. In Snakes, you and the computer take turns connecting dots to draw a continuous line around the board. Whoever can't connect the end of the line to an open dot (one that hasn't already been connected) loses the match.



Paperless Play

The other paper games include Tic-Tac-Toe and Hangman. In case you need a refresher for Hangman, it's sort of a primitive "Wheel of Fortune" without the wheel or clues. Players must figure out what the on-screen word is and spell it one letter at a time. Taking a cue from the modern TV version, it's often a good idea to start Hangman with the most commonly used letters: R, S, T L, N and E.



Checkers

While Chess is undoubtedly more complex, Checkers can also be surprisingly challenging. At least, that's what we told ourselves after the computer surprised us more than once. Just remember that multiple jumps are legal, so close up any open spaces behind your front lines.



Jumping Pegs

The games in these screen shots may look like Chinese Checkers, but they're not. They're actually one-player "peg" games. The object in most of them is to eliminate pegs by jumping over them one by one, until you have only a single peg left. The trick is to keep the bulk of your pegs close together and not leave any stranded in cleared areas. Trust us—it's a lot easier said then done!



Scrambled Pictures

OK, we confess—we still can't figure out these things. You don't have a chance to see the pictures before they're scrambled, so try to imagine what they really look like before you start shuffling the pieces around.



Boxed In

In Move It, you must move the two boxes to cover the two balls. Sound easy? Not quite, especially on the higher difficulty levels. You can't allow more than one side of a box to touch a wall at one time, or you'll have to start over.

Rise to the Challenge

If anything, Gobs of Games will save youngsters the hassle of looking for lost Checkers, and parents won't have to worry about finding their expense reports covered in X's and O's. Even better, most of the games have two-player modes that will keep multiple siblings entertained. As usual, you'll need two Game Paks, two Game Boy systems and a Game Link Cable to take advantage of the two-player games.



Toon-Ful Treat

Steven Spielberg's Toonsylvania series has already been cancelled, but the game based on the animated show should be hitting store shelves as you read this. If you're a run-and-jump action fan looking for new challenges, the Game Boy Color-only offering from UbiSoft Entertainment won't horrify you. In fact, the game's comedy-horror antics and solid, Mario-style game play are almost sure to satisfy.



Ghoulishly Good

The pieces of Doc Frankenstein's monster, Phil, have been scattered around the castle, and it's up to Igor (yes, it's pronounced "eye-gore") to gather them up. It's a good thing the humpbacked Igor is sprier than he looks.



Yes, Maw-ster!

As Igor, you can run, jump, punch, throw skulls, and grab onto and climb up the edges of platforms. You must collect skulls to replenish your ammo and collect lightning bolts to recharge your health meter. Other power-ups include extra lives and items that will increase the overall size of your health meter.



Switch On

Flipping the switches will open up new areas and trigger other special events during the game. Finding the switches is essential to progressing through each stage. There are three switches per stage, so keep your eyes peeled.



Helmet Head

As you progress through your quest, you'll be able to build special helmets. As in the Wario games, the helmets will give you new abilities, like the power to breathe underwater or see in the dark, but they must be recharged between uses. You may need to use several different helmets to make it through a given stage.

Creepy Crawly

Besides picking up the parts to Phil's body, you must also track down the parts needed to construct your new helmets. The Doc will give you instructions before each of the 15 stages, and a password feature will help ensure your success.



The Garden

Spiders and rats are just two of the dangers you'll face among the putrid plantings. Practice your jumps (grabbing the platforms can be tricky) and remember to press Up and Down while standing still to see what's lurking above and below.



The Moat

When using the Diving Helmet, remember to keep an eye on your air gauge. When you're low on oxygen, climb out of the water for awhile to refill your tank. You can also look for streams of bubbles to replenish your air.



The Cemetary

In the Cemetery, use the Lamp Helmet to light up the ghoulish gloom. You'll always be able to see yourself but not the bats and skeletons stalking the shadows. The sparking electrodes can't hurt you, and they'll recharge your helmet's battery.



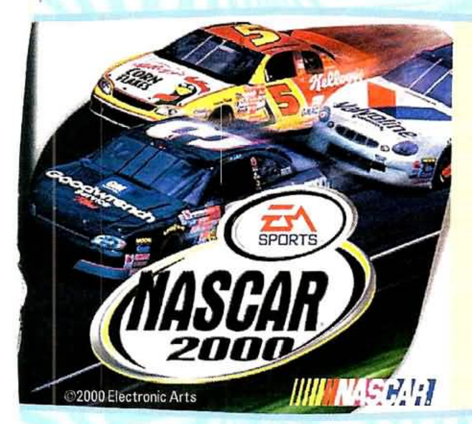
The Roofs

You'll need all of your helmets on this stage, but the new one is the Propeller Helmet. You can jump higher with it. Try not to use the wrong helmet in the wrong area.

Toonsylvania Twist

Each level ends with a boss stage and a puzzle stage. Solving the puzzles will give you a new helmet. Finishing the level will unlock the gates guarding Phil's immortal remains. As a special bonus, if you find the special UbiKey icon hidden somewhere in Toonsylvania, you'll be able to use it to unlock hidden stages in Rayman and other UbiSoft titles.







Burn Rubber

While Pocket GT Racing is very much an arcade-style game (you can take some turns at nearly 200 mph), trying that kind of stunt in NASCAR 2000 will result in a very messy marriage of car and concrete wall. This Game Boy Color-only racer from EA Sports is as real as can be—or, at least as real as can be on a Game Boy Color screen. You'd better buckle up, lead foot.



Loaded With Options

Most of the game play options on the N64 version of NASCAR 2000 also come standard on its portable stable mate. It's like buying an exotic sports car at an econo-box price!



Single Race

As the name implies, Single Race puts you behind the wheel for one race on any of the available tracks. You can use the mode to familiarize yourself with a course, tweak your car's setup and so on. All the play options available in Season Mode are also available in Single Race.



Season Mode

Season Mode is where you put your money where your mouth is. You'll play through a full racing schedule, moving from track to track and collecting points according to your finishes. The highest point total wins the season and all the bragging rights.



Fender Benders

Of course, no Game Boy racing sim would be complete without a two-player mode. One player will be in charge of selecting the track and the number of laps (from two to ten), but both players can choose their own cars and transmissions (manual or automatic).

Champions All

Realism is truly the name of this game. There are 16 real NASCAR tracks and over 25 real-life drivers, including Dale Earnhardt and Tony Stewart, just to name two. Other features include car damage, tire wear and parts upgrades. You can even set the race length anywhere from 3% to 100% of a true NASCAR race at that same track. A battery backup feature will help you keep your place in the point standings.



Driving School

Although "Watch out for that wall!" is always good advice, there's no sure-fire formula for success. We hope our pit-stop pointers will help your stock car career.



Tune and Lube

You can tweak just about everything on your car, from the volume of fuel you're carrying (which dictates how long you can go between fuel-ups) to aerodynamics and weight distribution. Don't be afraid to try different setups for different tracks.



From Pit-iable to Perfect

Pit stops are useful but time consuming. Try to tweak your car's setup so you can go as long as possible between stops. You can also try coordinating fuel usage and tire wear, so you can take care of both areas simultaneously. Near the end of a race, take just as much fuel as you'll need to finish.

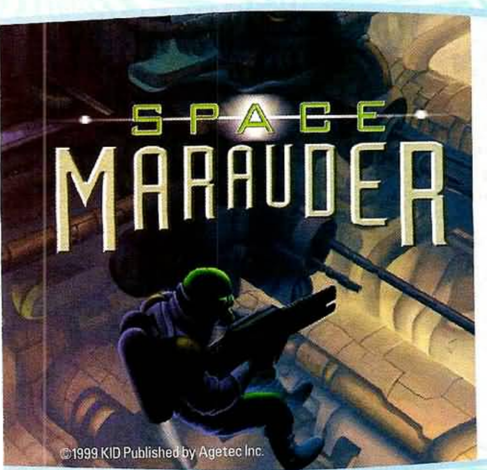
Prerace Pointers

As we mentioned before, practicing on a track in Single Race Mode first will help you smooth out any bumps in your driving technique. In addition, always make a qualifying run before a race, or you'll have to start at the back of the pack on race day. Of course, if you manage to record the fastest qualifying time, you'll start the race in the pole position in the front row.



Winner or Washout?

Never give up on a race. Even if you finish in last place, you'll still win a few points. You can check the overall point standings, as well as statistics on individual drivers and tracks, at any time during a season.



Spaced Out

Space Marauder from Agetec is a good, old-fashioned, scrolling space shooter—with the emphasis on "good." The concept for the Game Boy Color-only title is as old as the hills, but with its well-designed levels and tons of power-ups, it's a welcome blast from the past. There's even a "secret" difficulty level that you can unlock by beating the game on the Hard setting. If you beat the Ultimate setting, you'll see a new ending.



Lock & Load

While the game is fairly short, its multiple power-ups make the quick ride an exciting one. The various weapons also invite different strategies, giving the game a bit more replay value than expected.





Charge Weapons

Besides your basic gun, you can also use one special weapon at a time: either a laser pistol, energy ring gun or missile launcher. As you defeat enemies, some will leave weapon power-ups behind. The power-ups will flash different letters, showing which special weapon they'll give you at that moment. They'll change letters every few seconds. Collect up to ten of the same weapon to build up its power to maximum.



Target Locked

Holding the B Button gives you continuous fire, but it also locks you facing in one direction. To shoot in different directions, you must face one opponent, tap B to fire, and then change the direction your're facing before firing again. You can aim in eight different directions!



Atomic Attack

Enemies will also leave behind energy crystals. Four crystals will give you one bomb, which will wipe out all the enemies on the screen. Be warned—if you have eight bombs and then collect four more crystals, your bombs will reset to zero.

Set Phasers on Purée!

It wouldn't do to send you into a firefight without a bit of combat training, so here are a few tips you can take to the battlefield. Sorry there's no zero-gravity training, but our shuttle's in the shop and won't be back for a week!



A Power-up Saved...

Even if you prefer one weapon, build up all of them. The game will track all the power-ups you grab, and if you're defeated, you'll lose only the weapon you were using at the time. You'll return with one of the others you built up.



Switching Gears

This game is not just a side-scroller—it's an up-, down- and backward-scroller, too. If you're stuck behind a wall, as in the screen shot at the left, and the screen scrolls downward, let's just say you'll make a great show for the 4th of July!



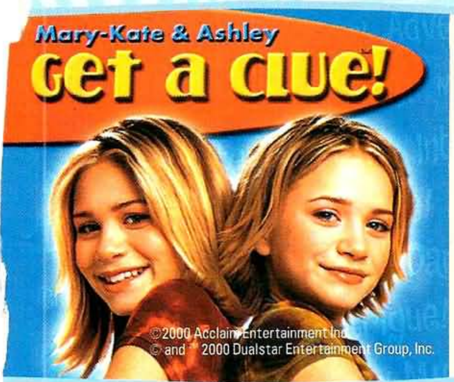
Access Secret Areas

If you pick up the starred icons, the screen will automatically scroll through secret areas of the current stage. Those areas tend to be good places to stock up on weapon power-ups before the stage bosses show up.



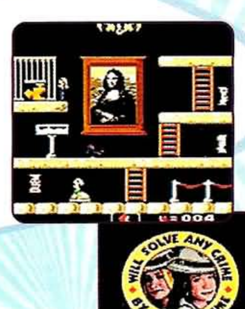
The Right Tool

Each stage has at least one miniboss and a primary boss. Each boss has a weak spot and may have a weakness to a certain weapon. For examle, use the energy ring gun to shoot through the first boss's body and hit both of its eyes simultaneously.



Two, Too Cute

Many "girl games" tend to be half-hearted efforts at best, but Mary-Kate and Ashley: Get a Clue! from Acclaim is a small cut above the unfortunate norm. While the mystery-themed puzzles in the adventure will challenge only the very young, the thought and originality that went into the game's design are evident to people of all ages.



Girl Gumshoes

Based on the popular mystery series, Get a Clue! is made up of a series of puzzles strung together to form five "cases." To solve each puzzle, you must use Mary-Kate, Ashley and their dog in concert to perform different tasks.



Ashley

Mary-Kate, Ashley and their dog, Clue, each have different abilities. Ashley can flip switches, as well as pick up and throw Clue as a weapon. If you look closely, you'll see that Ashley is the one with shorter hair.



Mary-Kate

Mary-Kate can jump higher than her sister and can also help boost others up to higher levels. Just place Mary-Kate in a strategic spot, press Select to switch to another character, and then jump and bounce off Mary-Kate's head.



Clue

Not to be confused with another sleuthing dog with a suspiciously similar name, Clue can swim, carry one passenger over water and defeat enemies when he's thrown. Like Mary-Kate, he can also be used as a sort of footstool.

Catch a Clue

Each mystery is made up of 11 stages. In each of the first ten stages, you must figure out how to unlock a cage that holds one piece of a large picture puzzle.



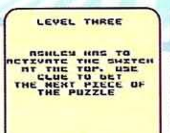
Canine Cannonball

Enemies like cats, spiders, mummies and ghosts will block the paths to switches, clues and cages. You must throw your dog at the enemies to defeat them; running into them with Clue won't work. Just be careful where you throw the poor pup!



Mind That First Step...

Use ladders whenever they're available. Your characters can survive some falls, but long ones will definitely hurt them, not to mention your chances for success.



Clueing In

Each stage contains three clues. If you collect all three, you'll receive a hint about how to complete the stage. The hints and solutions are obvious, but youngsters may appreciate the added, in-game help.



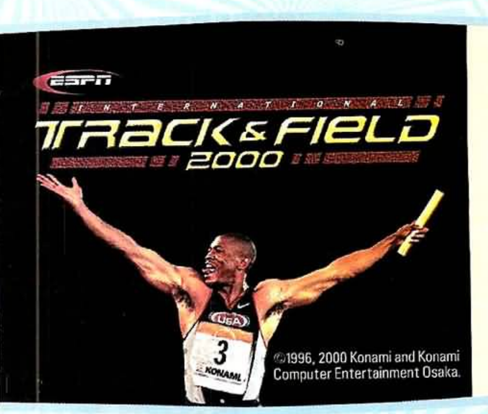
Extra Lives

Long falls and enemies can hurt you, so pick up heart icons whenever you see them. Each heart will award you one extra life.

Puzzling It Out

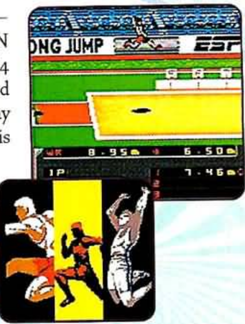
Once you've completed the first ten stages of a mystery and found all the puzzle pieces, you'll see the completed puzzle. You'll then enter the final stage of the mystery, where you must find the object pictured on the puzzle. If you find the object, you'll solve the case, receive a password and unlock a special bonus stage.





Thrill of Victory

Konami gave themselves an Olympian task—take all the button-mashing excitement of ESPN International Track & Field 2000 for the N64 and cram it into a Game Boy Color version—and they brought home the gold. While the game play in T&F is deceptively simple, winning gold is often just a hair's breadth out of reach. In the end, trial and error brought home the gold.



Agony of De Feet

Actually, it's your fingers and thumbs that will be taxed to their limits in the single-event Trial Mode, the ten-event Championship Mode and the two-player Versus Mode. Not all events are available in Trial Mode and events in Championship Mode change at random, but all records and medals will be saved.



100-Meter Hurdle

Press A and B repeatedly and rapidly to build up speed, and then press Up to jump over the hurdles. The trick is to keep running while you jump, so you don't lose any speed. If you knock over two or more hurdles, you'll be disqualified.



Vault

The faster you run, the more complex your vault will be. When you reach the horse, the computer will display a random button sequence. Press it before the timer runs out. To stick your landing, press A when the Landing gauge hits the line.



Weight Lifting

You must lift the barbell in three stages. During each stage, after the Strength gauge moves past the red line, press Up to lift the barbell. Remember that you must keep the Strength gauge above the red line for a second or two before it resets.



Pole Vault

Players may think that they must press a button to start the vault, but it will start automatically when you reach the foul line. Press Up just before the arrow hits the right side of the Flex meter then again just before it hits the left side.



Trapshoot

You're given six shots for each round. The number of targets per round is random, so don't use more than one or two shots on any single target. Speed will be just as or more important than accuracy in achieving a high score in trapshooting.



100-Meter Dash

It may be the simplest event, but it's also one of the toughest to beat. Just mash the A and B Buttons to build up speed. As in real-life, the event is won in fractions of a second. If you do win the gold, we guarantee it will feel good.



Long Jump

In some events, you must set an angle for a jump or a throw. In most cases, we've found that a 45-degree angle is best. The only other advice we have for the long jump is to leap when your foot is right on the foul line.



High Jump

Once again, speed is crucial. When you reach the red zone, hold Up to set the angle of your jump. As you leap, an arrow will move across the Recover meter. Press Down when it hits the line to lift your legs clear of the bar.



100-Meter Freestyle

Accuracy is everything. When the race begins, press A to dive in, then wait until the Stroke gauge appears. Watch the gauge and press B or A just as the bar touches the lines. Press Down to turn at the end of the lane.



Javelin Throw

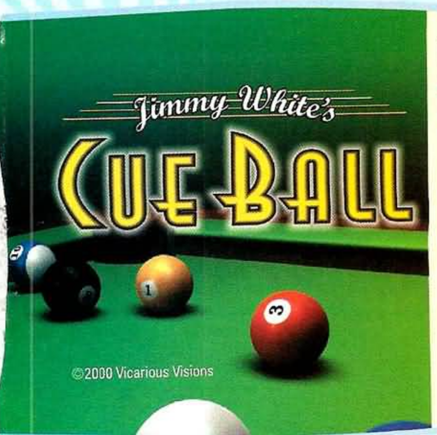
Speed, speed and more speed! Many players instinctively stop pumping A and B to focus on the throw. Those last steps are crucial, so don't stop. In addition, don't press Up too soon, or you'll hit 45 degrees long before you reach the foul line.



Fencing

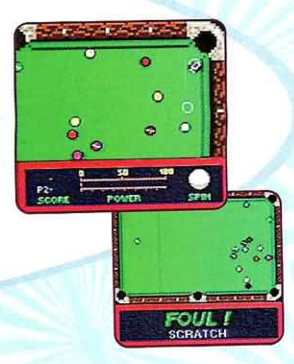
Your opponents rarely have anything resembling a coordinated attack, but they will often lunge in at lightning speed. Button mashing works well enough in the event, but just remember to mix high-, medium- and low-level attacks.





Rack 'Em Up

If you like pool games, your choices are very limited—even more so if you want one that fits into your pocket. It's lucky for you, then, that Vatical is releasing Jimmy White's Cue Ball practically this very moment. Even if you're not a pool shark, the Game Boy Color-only title sports such realistic physics and detailed shot mechanics that you'll want to shout, "Rack 'em up!"



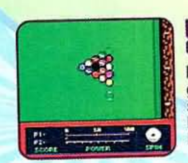
Smooth Like Buttah

To play poker well, you have to have a good poker face. To play pool well, you have to be smooth—smooth like, well, you know. Steady hands, nerves of steel and an instinctive grasp of physics will be your keys to victory.



Straight Shooter

In the Practice Mode, you can play a straight-forward game of pool: no fancy rules, just you, your stick and the table. For every ball you sink, you'll win a point. Just don't hog the table, 'cause we got a line formin' here!



8-Ball

In 8-Ball, the first person to pocket a ball is given ownership of that type of ball, either stripes or solids. You must then pocket all your balls and then sink the 8-ball. If you sink the 8-ball prematurely, you'll lose.



9-Ball

In 9-Ball, the object is to pocket the 9-ball before your opponent does. You can pocket the 9-ball at any time, but you must hit the lowest numbered ball on the table first, in the same shot. Now you see why it's considered a pro's game!



Snooker

Snooker is a very complex game, but in general, it involves striking and pocketing the balls in particular orders according to color. You'll score points when you pocket the correct balls and when your opponent makes penalties.



2 Players, 1 Game Boy

For once, you don't need two Game Paks, two systems and a Game Link Cable to play a two-player game! Things are handled the old-fashioned way, with each player taking turns. The computer understands the rules to snooker and knows when to switch.



Always Have an Angle

Pool is all about playing the angles and knowing where and how hard to strike the cue ball. You can't really "eyeball" the shots from the overhead perspective.



A Little Bit of English

When it's your turn, press A to bring up the aiming guide. A dotted line will show you how your shot will travel. You should also experiment with putting a little spin (or "English") on the cue ball. Topspin will keep the ball rolling after it hits another ball, while backspin will make it stop.



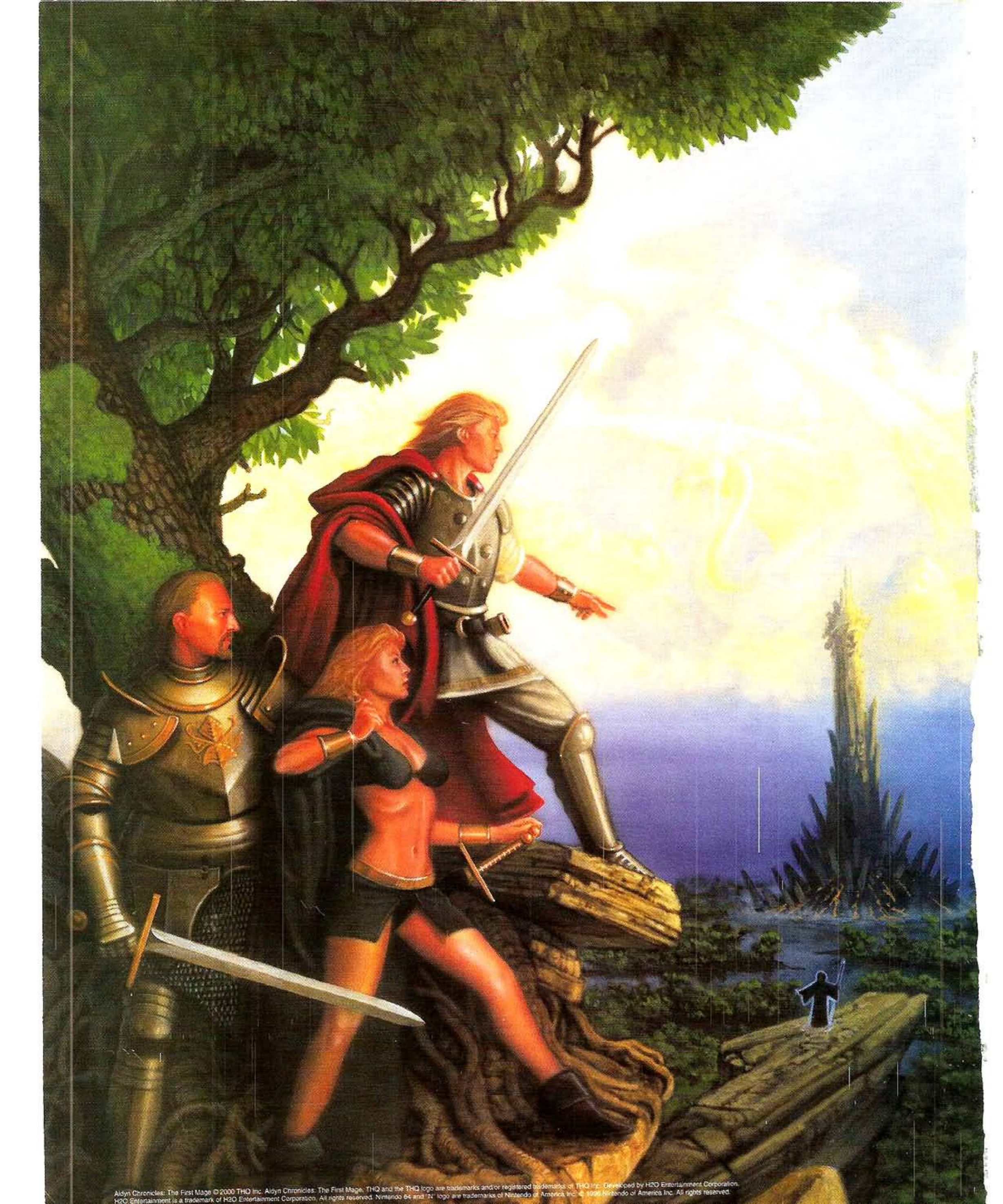
Zoom-a-Zoom-Zoom

For a better view of the action, press Select to zoom in on the table. You'll be able to judge the bank shots a lot better that way. Of course, if you're like us, the only way to save your dignity may be to use the aiming guide...



The Right Touch

After you select where you'll strike the cue ball, the power meter will appear. Remember that some shots require more finesse than power. Not every shot has to be a felt ripper!


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His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.

AIDYN CHRONICLES™ THE FIRST MAGE

arala dehtoro...
if thoughts can
reach whatever
plane you walk
then listen...
i have dreams to tell...
we will not meet before
our time...
resteref eht erowed...
find where the river
meets the stones...
i am what was not
there when these two met...
bedieed voy nahw eda
anol elttab a saw ereht...
here and not here as i go
and isvm ion og...
stay who you are and
you will see this too...
sloechs eht ssorca llips
sdrazw eht sa syawlas
sklatecnirp a seod won...
that is the shape
of what lies up ahead
for both of us...
stay who you are...
fight well...
i walk beside you...

In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chris Klug, creator of the pen-and-paper game DragonQuest.
- Up to 13 characters to add to Alaron's party.















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August 2000

Nintendo NOW PLAYING

NINTENDO 64

MARIO TENNIS

Nintendo is set to serve up another smash.

GRAPHICS: The legend of Camelot isn't just about knights and a round table. Camelot (the developer) is making legendary Mario sports games. Even with four players on one screen, no one will get confused in Mario Tennis. And the special effects are as dazzling as the super shots they're meant to enhance.

PLAY CONTROL: Mario Tennis has the most intuitive control of any tennis game to date, and there have been quite a few of those. It's so simple that even a mushroom can play it and win.

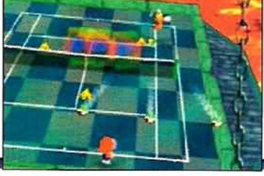
GAME DESIGN: Singles and doubles matches are the headliners in Mario Tennis, but the special games with tilting courts and rings add even more fun to the mix.

SATISFACTION: MT is one of the most universally appealing games ever. Unlike Mario Golf, the tennis game is full of action, and all four players in a doubles match are active at once.

SOUND: The bright and bouncy music is what you'd expect in a Mario-titled game, and the same is true of the sound effects. No surprises here.

COMMENTS: Scott—*For one or four, it's great fun.* Drew—*It captures the speed and excitement of real tennis.* Chris—*This game is challenging and addictive.* Jennifer—*Mario Tennis has engrossing game play and a sense of real sporty fun.*







- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- 3 game save files
- Rumble Pak compatible
- 16 characters
- Special Tournaments



HOW IT RATES
The only thing getting smashed in Mario Tennis is the fuzzy ball. Not only is the game suitable for everybody (just like its E rating from the ESRB), it's a must-play for every video game player.



GRAPHICS 8.7

PLAY CONTROL 9.0

GAME DESIGN 9.2

SAT. 9.7

SOUND 8.5

NINTENDO POWER STAFF SCORES

9.7 → Jennifer
9.5 → Drew
9.2 → Scott
9.1 → Andy
8.5 → Sonja

NINTENDO 64

OGRE BATTLE 64



Let the battle begin!

GRAPHICS: The character animations are simple, but the backgrounds and special effects are good enough to make you forget that your little hero is as wooden as a presidential candidate. Some of the menu icons are tiny and difficult to see.

PLAY CONTROL: During the game, players direct units here and there over a map. The real test of play control comes when manipulating menus or repositioning characters in formations. Patience will be your greatest virtue.

GAME DESIGN: Fans of the original Ogre Battle have a lot to cheer about. The depth of the game comes from an intricate system of developing characters and units and the number and difficulty of the missions. There are three main paths to the game and more than four endings.

SATISFACTION: RPG and strategy fans, particularly those who made Ogre Battle a cult classic, will be in hog heaven. Action fans will die of boredom.

SOUND: The music ranges from dramatic to lilting depending on the activity on the screen. The sound effects during battles crackle and sizzle like fireworks.

COMMENTS: Andy—*A monstrously massive RPG that keeps you thinking.* Scott—*It's not easy building a great army, but if you've got time, it becomes imperative to do so.* Jennifer—*There aren't enough ogres!*



- Atlus/320 Megabits
- 1 player
- 2 game save files
- Controller Pak compatible
- 40 missions





HOW IT RATES
Even when characters defeated they come back as undead helpers. But Atlus's translation includes strong language, and that earns Ogre Battle 64 a Teen rating from the ESRB.

OVERALL RATING 8.3

GRAPHICS 8.5
PLAY CONTROL 7.7
GAME DESIGN 8.5
SAT. 8.5
SOUND 8.3

NINTENDO POWER STAFF SCORES
8.8 — Andy
8.6 — Jennifer
8.4 — Scott
8.2 — Drew
7.5 — Chris

NINTENDO 64

STARCRAFT 64





Blizzard's classic sci-fi strategy game finally arrives.

GRAPHICS: PC players with three-thousand dollar machines may scoff, but the graphics for Starcraft 64 look great on the N64. The detail of the units is so good that you won't have any trouble identifying who's who.

PLAY CONTROL: Blizzard included some intelligent refinements for the N64 Controller that help players in tasks such as coordinating multiple teams and ordering the construction of new units. Cursor speed is fast—an essential element in the real-time world.

GAME DESIGN: Players will find the original Starcraft game, complete with missions for all three competing races. If an Expansion Pak is installed, the game explodes with the three levels of Brood Wars missions plus a two-player mode.

SATISFACTION: The single-player missions should be enough to keep most players struggling for months. The two-player scenarios are far more limited than those in the PC version.

SOUND: The music is almost as chilling as a swarm of Zerglings. The speech responses to your commands make you feel like a leader.

COMMENTS: Andy—*This is a true test of your multitasking talents.* Drew—*A great port of a great PC game.* Scott—*You'll want the Expansion Pak for this game.*

- Nintendo/256 Megabits
- 1 to 2 players simultaneously
- Battery-backed memory
- Rumble Pak compatible
- Expansion Pak compatible
- 6 levels



HOW IT RATES
Animated blood and gore and mild profanity equate with a T rating from the ESRB. The characters are quite small, however, so much of the blood and gore is just imagined.

OVERALL RATING 7.7

GRAPHICS 7.2
PLAY CONTROL 7.8
GAME DESIGN 8.0
SAT. 7.8
SOUND 7.6

NINTENDO POWER STAFF SCORES
8.6 — Drew
8.4 — Scott
7.7 — Andy
7.3 — Sonja
6.7 — Chris

NINTENDO 64

NFL QUARTERBACK CLUB 2001



It's your last chance to join the club

GRAPHICS: Acclaim farmed the development out-of-house to High Voltage Software—the same group that produced this year's terrific All-Star Baseball. It was a good call. From player model details to 1,200 super animations, including celebrations, the graphics are Pro Bowl quality.

PLAY CONTROL: The big difference from last year's poor showing is the easy pass-catch feature. There's also a new shoulder charge, which makes running plays a viable option.

GAME DESIGN: You can do almost anything in the game that an NFL player, coach or owner could do. The three standard modes of play—Exhibition, Season and Playoffs—are just the beginning. The Sim Mode places you in a tough position in historic Super Bowls. Ambitious fans can create their own teams and players.

SATISFACTION: NFL QB Club 2001 probably will be the last of the series for the N64, and it's the best. Sim fans and casual players should find it fairly appealing.

SOUND: Mike Patrick and Randy Cross provide solid but repetitious play-by-play and color commentary.

COMMENTS: Drew—*Sports history nuts will love the Super Bowl scenarios.* Chris—*Many of the problems that plagued QBC 2000 are back. I'll wait for Madden 2001.*





- 1 to 4 players simultaneously
- Rumble and Controller Pak compatible
- Expansion Pak enhancements
- Updated rosters of all 31 teams



HOW IT RATES
In spite of all the hitting going on in the trenches, NFL QB Club 2001 is no more violent than any NFL game, and the players don't spit, bleed or swear. Accordingly, the ESRB awarded the game an E rating.

GRAPHICS 8.6
PLAY CONTROL 7.0
GAME DESIGN 7.2
SAT. 7.4
SOUND 7.6



7.9 → Andy
7.8 → Scott
7.4 → Sonja
7.3 → Chris
7.3 → Drew

NINTENDO 64

STUNT RACER 64



OVERALL 7.5 RATING

Go back to the future with SR 64.

GRAPHICS: Boss Games somehow managed to create the look of a retro racer set in the future, which may be the biggest stunt the game pulls off. The '50s-style cars combined with the weirdest set of racers since F-Zero X provide the visual appeal. There's a high-res mode even without the Expansion Pak.

PLAY CONTROL: The four cars you start off with have pretty basic controls, but as you win credits you can upgrade your wheels or buy a new car. Performing stunts is an easy matter of catching air and double-tapping the Control Stick.

GAME DESIGN: The League structure provides round after round of road raves as you get closer to the big boss race. You'll race on many courses against a host of thirtieth-century weirdos, and some of them are pretty mean.

SATISFACTION: Boss's last game for Midway, World Driver Championship, was loaded with cool but realistic cars and courses. This game may have less weight, but it's more fun for casual play.

SOUND: The gearheads of the future might have adopted 1950s cars, but their music is a weird mishmash of futuristic percussion and synth.

COMMENTS: Scott—*The tracks were filled with fun animations.* Jennifer—*It could use more stunts and less racing.*





- Midway/96 Megabits
- 1 to 2 players simultaneously
- Rumble and Controller Pak compatible
- 5 leagues
- 12 cars



GRAPHICS 8.0
PLAY CONTROL 7.5
GAME DESIGN 7.7
SAT. 7.3
SOUND 6.8

EVERYONE E

HOW IT RATES
As tough as the futuristic drivers look, they take out their range by driving fast. The cars may take a beating, but they keep on speeding, and the ESRB helps them on the way with a smooth E rating.

NINTENDO POWER STAFF SCORES

8.2 → Chris
7.9 → Andy
7.7 → Sonja
7.4 → Scott
6.8 → Drew

NINTENDO 64

BLUES BROTHERS 2000

Elwood's getting the band back together for one last gig.

GRAPHICS: Graphics can be judged several ways—by the quality of models, backgrounds and animations and by the quality of the player's perspective and the movement of the camera. BB2000 does a good job in the first category and a poor job in the second.
PLAY CONTROL: Moving Elwood is easy, but sometimes it's not so easy to see him because of problems with the camera controls. The camera problems don't ruin the game so much as make parts of it more frustrating than they should be.
GAME DESIGN: Blues Brothers fans will find some fun touches—collecting the notes in each stage to create new songs is probably the best use of the license. The puzzles, intended for a young audience, aren't overly challenging, and that means that older players will zip through it.
SATISFACTION: For young players who enjoyed the movie, Blues Brothers 2000 is a fairly gentle play, although the camera control will cause some problems. The dance contest isn't as cool as we'd hoped.
SOUND: The highlight of the game is the music, which features classic blues songs.
COMMENTS: Andy—*They could have done so much more with the music-based games.* Drew—*I'm still waiting for the Ishtar video game.* Sonja—*The minigames are fun but too short.*





- Titus/128 Megabits
- 1 player
- Rumble and Controller Pak compatible
- 4 stages



HOW IT RATES
Comic, madcap violence of the hop-on-the-head type is common in Blues Brothers 2000, but it's of a very mild nature and the ESRB granted the platformer a E rating.

OVERALL RATING **6.8**

GRAPHICS 7.2
PLAY CONTROL 6.6
GAME DESIGN 6.6
SAT. 6.4
SOUND 7.4

NINTENDO POWER STAFF SCORES
7.2 → Chris
7.2 → Drew
6.7 → Andy
6.5 → Sonja
6.2 → Scott

GAME BOY COLOR

TUROK 3: SHADOW OF OBLIVION

Turok falls under the shadow of oblivion.

GRAPHICS: The third installment of the Turok legend on Game Boy Color features nice use of color and excellent Turok animations. Levels tend not to have much variety, though, so it seems as if you're on a treadmill.
PLAY CONTROL: Turok responds instantly to your movement and firing commands. Weapon selection is accessed with the Select Button. When driving vehicles such as the tank or boat, you'll have to get used to the changes in the controls and there may be a lag in response if the vehicle is moving slowly.
GAME DESIGN: Turok 3: Shadow of Oblivion turns out to be a simple action title without much challenge. The liberal number of Med Kits available from enemies ensures that you won't bite the big one very often.
SATISFACTION: Turok fans generally expect more of a challenge. Players will finish the entire game within an hour or so.
SOUND: Good music and sound effects.
COMMENTS: Scott—*Nice production values and very little content. Too bad.* Chris—*The transitional scenes with the tank are cool, giving the game some linkage, but the levels just go on and on with the same scenery and enemies.* Sonja—*Way too easy.* Andy—*Turok in a tank? Sweet.* Jennifer—*Too much forced-scrolling can get a dinosaur hunter down. The story line is confusing and uninspired.*







- Acclaim/8 Megabits
- 1 player
- Passwords
- 5 worlds
- 4 languages



HOW IT RATES
There is animated violence in Turok 3, but you never see the blood or death throes of enemies. Apparently, the ESRB doesn't worry too much about ex-Dinosoids, and they gave the game an E rating.

OVERALL RATING **6.7**

GRAPHICS 7.3
PLAY CONTROL 6.7
GAME DESIGN 6.5
SAT. 6.3
SOUND 7.0

NINTENDO POWER STAFF SCORES
7.8 → Chris
7.4 → Andy
6.7 → Drew
6.2 → Scott
6.0 → Sonja

GAME BOY COLOR

AUSTIN POWERS: OH, BEHAVE! (and) WELCOME TO MY UNDERGROUND LAIR!

Austin and Dr. Evil are groovy, baby!

GRAPHICS: The content of Oh, Behave! and *Welcome to My Underground Lair!* are so similar that we're reviewing them together. Both games allow the user to customize the interface to an unprecedented level. Austin Powers fans will find reminders of the movies with every push of a button. It looks like ONE MILLION dollars!

PLAY CONTROL: What play control? The Paks are filled with gags and info. The minigames that are included require only simple controls. Even so, the play control on the Mojo Maze and other games isn't as sharp as it should be.

GAME DESIGN: The Paks feature an odd combination of PC features, like wallpaper and DOS commands, and several games and organizer areas. Everything is a reference to or a joke based on the two movies.

SATISFACTION: Fans of Austin Powers will have a riot exploring the games, clicking on everything, going to the internal internet sites, changing backgrounds, etc... But if you want an actual Austin Powers game, forget it.

SOUND: No Mr. Burt Bacharach. It's just not happening, baby. The sound bites from the movies are fun, though.

COMMENTS: Chris–*I like the incredible number of photos, movie clips, sound bites and movie info.* Scott–*I love AP, but this will get old fast.*







OVERALL RATING 6.5

GRAPHICS 7.2
PLAY CONTROL 6.2
GAME DESIGN 6.5
SAT. 5.8
SOUND 7.2

- Rockstar Games/32 Megabits
- 1 to 2 players simultaneously
- Assorted minigames
- Organizer functions
- Game Boy Printer compatible



HOW IT RATES The suggestive jokes and images are exactly what you'd expect from an Austin Powers product. The ESRB noted the themes and slapped a T rating on both Game Paks.

NINTENDO POWER STAFF SCORES

- 7.9 → Chris
- 7.1 → Andy
- 6.4 → Jennifer
- 6.2 → Scott
- 5.0 → Drew

GAME BOY COLOR

SPACE MARAUDER

Burai is back with a new name.

GRAPHICS: Remember Burai Fighter? Well, it's back in a Game Boy Color clone. The action blazes just like the upgradeable weapon of the Space Marauder. Although SM is a basic forced-scrolling shooter, the backgrounds and characters all look pretty much like they did ten years ago.

PLAY CONTROL: As quick and responsive as a race car, Space Marauder is total twitch. If you memorize the locations of enemies, you'll fly through unscathed, and you'd better be fast. You can aim in any direction and lock in your aim by holding the B Button.

GAME DESIGN: Several challenges await the fortunate gamer who picks up Space Marauder. The classic shooter stages include dead ends where your space-suited fighter can get trapped and crushed. In addition to baddies that fly at you, you'll have to watch for stationary shooters, minibosses and stage-ending bosses.

SATISFACTION: It's an old school shoot-'em-up that pushes the right buttons.

SOUND: The music is nothing fancy, but it's as fast as the action in the game and it keeps you pumped.

COMMENTS: Scott–*You may blow through the game fast, but you'll have fun doing it.* Andy–*Mindless, but marvelous.* Jennifer–*It's not the prettiest thing in space.* Chris–*When the level looks the same all the way through, it's just plain annoying.*







OVERALL RATING 6.4

GRAPHICS 6.3
PLAY CONTROL 7.2
GAME DESIGN 6.0
SAT. 6.5
SOUND 6.0

- Agetec/8 Megabits
- 1 player
- Passwords
- 5 stages
- 3 levels of difficulty



HOW IT RATES Apparently the ESRB has such little regard for the mechanized space vermin that you're blasting to smithereens in Space Marauder that it gives the game an E rating with no descriptor.

NINTENDO POWER STAFF SCORES

- 7.7 → Andy
- 7.6 → Scott
- 6.6 → Jennifer
- 5.9 → Chris
- 5.8 → Drew

ALSO PLAYING THIS MONTH

ESPN TRACK & FIELD
- Konami/8 Megabits
- 1 to 2 players simultaneously
- Game Link compatible
- Battery-backed memory
- 11 sports

Konami takes home the gold for creating a stylish track & field game for GBC. ESPN International Track and Field's excellent graphics help when it comes to seeing foul lines or just appreciating your athletic performance. Some of the events seem as challenging as the real sport, but practice will lead to glory.



OVERALL RATING 7.1

GRAPHICS 7.2
PLAY CONTROL 7.4
GAME DESIGN 7.2
SAT. 6.8
SOUND 6.6

TOONSYLVANIA
- Ubi Soft/8 Megabits
- 1 player
- Passwords
- 5 stages
- GBC exclusive

Solid platform action and nice production values will keep Ubi Soft's Toonsylvania plugged into your Game Boy Color for some time. Igor must collect an assortment of items in surprisingly large and complex areas. Each stage features a boss battle and a special puzzle. It's ghoulishly delicious.



OVERALL RATING 6.6

GRAPHICS 7.2
PLAY CONTROL 6.8
GAME DESIGN 6.2
SAT. 6.4
SOUND 6.8

TOTALLY ANGELICA
- THQ/8 Megabits
- 1 player
- 5 stages
- GBC exclusive
- Infrared exchange features

Angelica steals the show in this minigame mall tour from THQ. Earning clothes and accessories by winning a variety of simple minigames, Angelica prepares for the mall fashion show. There's not much challenge, but fun graphics, sound and good play control make Totally Angelica a total package for young Rugrats fans.



OVERALL RATING 6.5

GRAPHICS 7.0
PLAY CONTROL 6.2
GAME DESIGN 6.5
SAT. 6.3
SOUND 6.2

MARY KATE AND ASHLEY: GET A CLUE
- Acclaim/8 Megabits
- 1 player
- Passwords
- Game Boy and GBC compatible

The twin teen sleuths are back solving puzzles and crimes with their faithful dog in Acclaim's second MK&A title. Players use each character to pass through dangerous areas and pick up clues. The characters are a bit small and the graphics a bit too simple, but the game has plenty of puzzle appeal.



OVERALL RATING 6.3

GRAPHICS 5.5
PLAY CONTROL 6.8
GAME DESIGN 6.8
SAT. 6.5
SOUND 5.8

NASCAR 2000
- EA Sports/8 Megabits
- 1 to 2 players simultaneously
- Battery-backed memory
- GBC exclusive
- 16 tracks



It may not seem like a Game Boy Color title could really capture the feeling of NASCAR racing, but this Pak from EA Sports and THQ does a passable job. Players sweat it out on the NASCAR circuit with real drivers and cars that they can tune for varying conditions. It's an oval lot of fun.



OVERALL RATING 5.5

GRAPHICS 5.8
PLAY CONTROL 5.0
GAME DESIGN 5.8
SAT. 5.2
SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

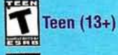
GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Early Childhood
All Ages



Teen (13+)



Adult (18+)



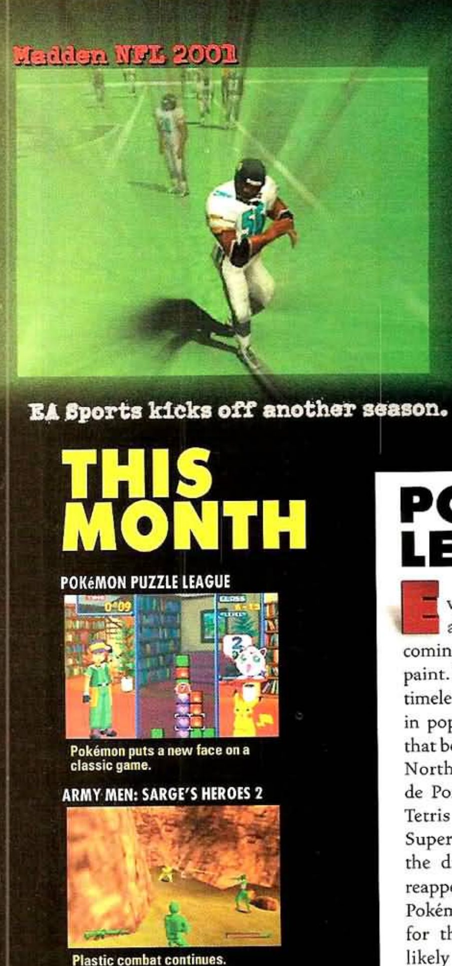
Mature (17+)



Rating Pending

PAK WATCH

The inside source for all Nintendo News.



EA Sports kicks off another season.

THIS MONTH

POKéMON PUZZLE LEAGUE

Pokémon puts a new face on a classic game.

ARMY MEN: SARGE'S HEROES 2

Plastic combat continues.

POLARIS SNOCROSS

Over the hills we go.

SPIDER-MAN

Activision is on the web.

POKéMON IS IN A LEAGUE OF IT'S OWN!

Every once in a while a game comes along that is so fun that it keeps coming back with a tweak or a new coat of paint. Perhaps the best example of such a timeless game is Tetris, but not far behind in popularity is a cute little puzzle game that began life in Japan as Panel de Pon. In North America, Panel de Pon got its start as Tetris Attack for the Super NES. This fall, the diehard game will reappear in the form of Pokémon Puzzle League for the N64, and it's likely to win over its largest audience to date.

Pokémon Puzzle League features characters from the TV series including Ash, Professor Oak and Team Rocket, not to mention lots of Pokémon. The characters interact with the player by making challenges or giving advice. Pokémon graphics liven up the game boards as well as the cinema scenes that precede the games.

Puzzle Village is a map where players choose the type of game they want to play, view records, get tips or enter a two-player match. The basic game involves flipping pairs of blocks so that at least three matching blocks are aligned vertically or horizontally. If more than three blocks are aligned, or more than one type of block is aligned, players score more points. It seems simple, but the strategies for getting combos and chains are mind-boggling. An incredible new 3-D version of the game places blocks in a cylinder that players move around when looking for matches. Other modes include timed matches, preset puzzles and the league matches between Pokémon characters.







Pokémon Puzzle League isn't a Pokémon collection game, and players never fight using Pokémon. Even so, the puzzle action is as good as it gets. The Pokémon connection might be a bit strained, but Pokémon fans and everyone else will enjoy the game when it's released in September.

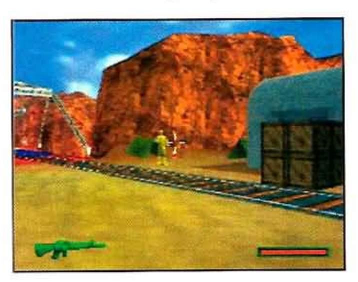
SARGE RETURNS TO MEET NEW PLASTRO THREAT

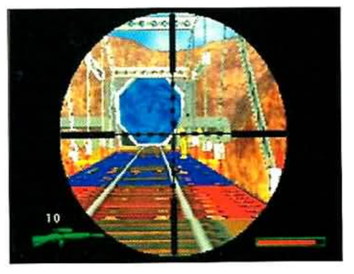
Army Men: Sarge's Heroes 2 from 3DO marches into stores this fall with a new mission and more of the action and humor that made the original Army Men for the N64 so popular a year ago. Sarge and his girlfriend Vikki must match wits with a revitalized General Plastro of the Tan army and Bridgette Bleu, a femme fatal blue spy. Ranging from the Plastic World to the real world, the action includes mission objectives and lots of blasting away at plastic enemies. 3DO also gives a nod to strategy by providing Sarge with a wide variety of skills and weapons to use in different situations.

Mean and Green

Sarge and Vikki have their work cut out for them, but they have help, too. During their missions they'll find enough weapons to melt a plastics factory: Assault Rifles, Bazookas, Flamethrowers, Shotguns, M-60 Machine Guns, Sniper Rifles, Grenades, Grenade Launchers, Mortars, Minesweepers, Mines and TNT. Aiming is semiautomatic. If you get close to an enemy, your weapon will swing to target that foe. From a distance, you'll want to use the first-person aiming control. The play control is a bit tighter than last year's Army Men's, but the overall controls are similar and easy to use. One big difference is that you'll take control of Vikki in some missions.







The Thin Red Straw

The concerns and perceptions of plastic warriors are not the same as for flesh-and-blood humans. Sarge's 18 missions take Vikki and himself back and forth between the Plastic World and the real world of an average, suburban home. Tongue-in-cheek humor is found everywhere, from labels on products to the deadpan cinematic sequences that tell the story between action levels. Mission objectives involve rescuing hostages, destroying enemy positions, protecting characters, calling in air support and finding things like a supply of serum. Areas aren't huge, but you'll interact with practically everything in them. Army Men: Sarge's Heroes 2 will most likely earn a Teen rating from the ESRB, but remember that the mock violence is far from realistic. The feeling is more like Toy Story with an attitude.



Rally the Troops

Perhaps the best way to play Army Men is with other humans. Up to four players can join in the action, working as teams or individuals. With Expansion Pak support, the graphics look sharp even with four open windows. Even without the Expansion Pak, though, you can run the game in Letterbox Mode for a wider perspective. This year's offering from 3DO delivers more action, new areas, tons of laughs and excellent graphics and sound. Plastic has never seemed so alive.







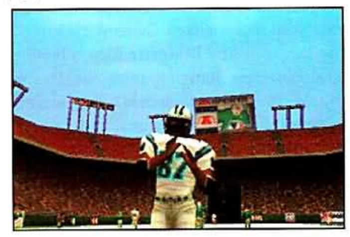
Are those plastic bullets, Sarge?

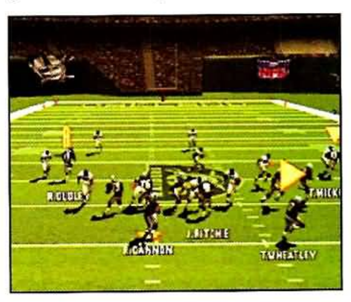
Pak Play

Hands-on previews of upcoming games.

MADDEN SCORES AGAIN

Madden NFL 2001 takes the field for EA Sports with Expansion Pak enhancements, a Two-Minute Drill Mode, Franchise and Custom League Modes and cool new Madden Cards that you collect by completing the Madden Challenges. The graphics are the best ever for a Madden game, and the playbooks are just as good as ever. This year's Madden features players with realistic body sizes so linemen are huge and wideouts are small and fast. Pat Summerall provides steady play-by-play while Madden's color comments add some in-depth perspective to the game. This Madden is so polished that you can practically see yourself in it. We can certainly see ourselves playing it a lot when it's released this September.









THE BLITZ IS ON

On the other side of the field from Madden is Midway's latest offering of NFL Blitz. The 2001 model boasts the same intense arcade action as previous Blitz games, but it, too, seems more refined than ever. The two-, three- and four-player modes rock so hard they should be inducted into the Hard Rock Cafe. Extras include an excellent Training Mode and five wild Party Games including 1st & Goal Frenzy, Goal Line Stand, QB Party, Receiver Riot and Punt Party. And what could be better than designing your own helmet-popping plays in the Blitz Editor? There really is no competition when it comes to multiplayer football fun.









ITSY BITSY SPIDER-MAN

Peter Parker faces the challenge of his life when mutants are released on an unsuspecting city from Dr. Connor's lab. Activision's classy Game Boy Color take on the Marvel Comic superhero is on its way this fall, and the development team at Vicarious Visions is doing a wonderful job. Great graphics for the comic book-inspired cinema and action scenes are just the start. Spider-Man has signature moves such as web-slinging, wall-crawling and spider sense. Even more impressive are the smooth play control and top notch sound quality. Spidey can use special items and increase his attack and defense power almost like in an RPG. The areas are huge, but a password system will keep you going. You'll definitely want to sit down beside this one.













VATICAL CHILLS

When nothing matters but shattering the pristine quiet of a snowy day, plowing along woodsy trails and frightening foraging moose, then you'd better get hold of Polaris SnoCross for the N64. The first snowmobiling game ever for the N64 packs plenty of graphic punch that is guaranteed to freeze your eyes to the screen. Our test-drive version wasn't complete, but the slipping and sliding gave a good sense of the wild ride promised by the finished game. Tournaments, multiplayer races, quick-start races and both cross-country and snocross events are included along with a full lineup of Polaris snowmobiles. Polaris SnoCross is bound to be the fastest things on no wheels this winter.













Racing in a winter wonderland....

Pak Peeks

What's breaking in the world of games.

Pika N64?

Pikachu, star of screen, card games and video game systems, will be commemorated on a special edition N64 unit this holiday season. The blue N64 Control Deck features a raised-relief figure of Pikachu. The Power Button is a Poké Ball and the Reset Button is Pikachu's foot. Once switched on, Pikachu's cheeks light up. Officially called "**Pikachu Nintendo 64**," the console will find its way to market first in Japan this summer. No official



North American release date or price has been announced yet, but with so much Pokémon activity going on in the upcoming months, it's sure to send a thunder bolt through the gaming world.

Nintendo's Brown-Out

On June 30th, 2000, Nintendo Co., Ltd. formed a new game development company named "Brownie Brown." Most of BB's talent comes from the folks who developed the "**Seiken Densetsu**" Series ("**Secret of Mana**" in the US) when they worked for Square Soft. Brownie Brown will concentrate on developing a new communication RPG game currently titled "**Magical Vacation**" for Game Boy Advance. Nintendo plans to release the new, 32-bit Game Boy system by the end of 2000 in Japan and in the first quarter of 2001 in North America.

Paradigm Sold!

Infogrames was so impressed by the final result of **Looney Tunes: Duck Dodgers Starring Daffy Duck** that they bought the development company that created the



Looney Tunes: Duck Dodgers Starring Daffy Duck

N64 game. We can't say that we're surprised. Paradigm Entertainment has been churning out high-quality video games since the original Pilotwings for the Super NES. Standout games such as **Duck Dodgers, F-1 World Grand Prix** and **Beetle Adventure Racing** are hard to ignore, and Infogrames has been looking to strengthen its presence around the world. But the biggest news is that Paradigm will be spending much of its resources developing games for Nintendo's upcoming Dolphin system. Dare we dream of Daffy on Dolphin?

Tiggers are wonderful things

NewKidCo and Disney Interactive are teaming up to bring **Tigger's Honey Hunt** to the N64. The game will be aimed at players ages four-years and up. Their mission is to bounce around the 100-acre wood in search of honey for Pooh's party. Three minigames give players the chance to earn special moves such as the Tigger-tastic Bounce, which will let them reach new areas. Nine levels are packed into the game, and the fun should start early this fall, possibly by September.



Tigger's Honey Hunt

Tiger's tale

The most famous tiger in the news these days is Tiger Woods, and EA Sports has ported the PGA star's popular arcade golf game, **Cybertiger**, to Game Boy Color. With three courses, wacky Power-ups, Rapid Shot Mode, the Kid Tiger character

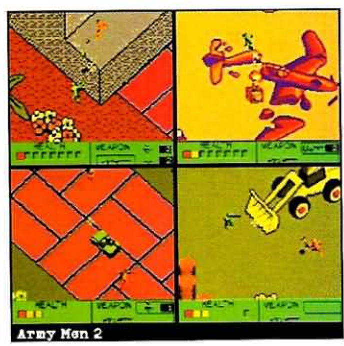


Cybertiger

and a Game Link option, Cybertiger is loaded with thrills. Look for this caddy pak in about a month.

In the army now

Army Men 2 for Game Boy Color features some great cinematic screens and more intuitive and involving game play than the last version. The play control and graphics have been improved substantially from 3DO's first attempt at stuffing their popu-



Army Men 2

lar franchise into a GBC format. The game emphasizes the real world over the plastic world and exploration over mindless mission objectives. 3DO hopes to have Army Men 2 on the frontline by August.

COMING SOON

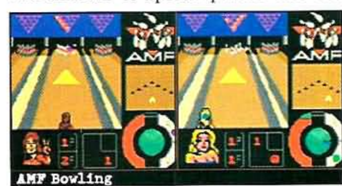
Three for the road

Let's take a quick tour around the world of Game Boy Color development. Ubi Soft sent a very early version of **Batman Total Chaos.** Although the game itself was far from finished, the graphics captured the


The New Batman Advnetures

look of the Warner Bros. series, **The New Batman Adventures.** The gallop through Gotham will commence in October, and players will have the choice of guiding Batman or Batgirl through 18 levels of crimefighting action, including driving the Batmobile, Batcycle and Jetwing.

Vatical Entertainment game us a peek at their **AMF Bowling** game, which is due later this month or in September. The amount of speech packed into the



AMF Bowling

game is amazing. The game features Practice, Tournament and Two-Player Modes, so while you're waiting for a lane to open up at your local alley, you can get in some quick frames.

Midway's **NFL Blitz 2001** is yet another Game Boy Color product with exceptional synthesized speech and sound effects. The overhead view reduces the impact of the arcade hitting on the field, which is too bad, but most of the other features of the Blitz series have been included.


NFL Blitz 2001

The World is Not Enough


EA

Pokémon Gold & Silver



Nintendo

The Legend of Zelda: Majora's Mask


Nintendo

Taz Express


Infogrames

Disney's Donald Duck



Ubi Soft

The Little Mermaid II: Pinball Frenzy


Nintendo

PAK WATCH

RELEASE FORECAST

FALL 2000

AIDYN CHRONICLES: THE FIRST MAGE
ARMY MEN: SARGE'S HEROES 2
BANJO-TOOIE
BATMAN BEYOND
BIG MOUNTAIN 2000
CRUISIN' EXOTICA
DISNEY'S DONALD DUCK
ETERNAL DARKNESS
HEY YOU, PIKACHU!
THE LEGEND OF ZELDA: MAJORA'S MASK
MADDEN NFL 2001
MEGA MAN 64
MICKEY'S SPEEDWAY USA
THE NEW ADVENTURES OF BATMAN
NFL BLITZ 2001
POLARIS SNOCROSS
POKéMON PUZZLE LEAGUE
POWER RANGERS LIGHTSPEED RESCUE
READY 2 RUMBLE 2
ROSWELL CONSPIRACIES
RUSH 2049
SEA-DOO HYDROCROSS
SPIDER-MAN
SYDNEY 2000 OLYMPICS
TAZ EXPRESS
TIGGER'S HONEY HUNT
THE WORLD IS NOT ENOUGH
X-MEN: MUTANT ACADEMY
ALICE IN WONDERLAND
ALIENS
AMF BOWLING
ARMY MEN: AIR ATTACK
ARMY MEN 2
AUSTIN POWERS: OH BEHAVE!
BARBIE'S FASHION PACK
BATMAN: TOTAL CHAOS
BUFFY THE VAMPIRE SLAYER
CASTLEVANIA II
CHAMPIONSHIP MOTOCROSS 2001 FEATURING RICKY CARMICHAEL
CROC 2
CYBERTIGER
DAIKATANA ADVENTURE
DISNEY'S ALADDIN
DISNEY'S DONALD DUCK
DISNEY/PIXAR'S BUZZ LIGHTYEAR OF SPACE COMMAND
DONKEY KONG COUNTRY
DR. EVIL: WELCOME TO MY UNDERGROUN LAIR
FIFA 2000
GAUNTLET LEGENDS
HARVEST MOON 2
HERCULES
INSPECTOR GADGET
LEGEND OF THE RIVER KING 2
THE LITTLE MERMAID II: PINBALL FRENZY
LOONEY TUNES COLLECTOR: ATTACK!
MAT HOFFMAN'S PRO BMX
MEGA MAN X
PERFECT DARK
POKéMON PUZZLE LEAGUE
POKéMON GOLD
POKéMON SILVER
POWERPUFF GIRLS
POWER RANGERS LIGHTSPEED RESCUE
RETURN OF THE NINJA
RUGRATS IN PARIS
SAN FRANCISCO RUSH
THE SIMPSONS
SUZUKI ALL-STAR EXTREME RACING
SYDNEY 2000 OLYMPICS
T-TEX
TERRITORY
TWEETIE'S HIGH FLYIN' ADVENTURE
WALT DISNEY'S THE JUNGLE BOOK
THE WORLD IS NOT ENOUGH
WWF: NO MERCY
X-MEN: MUTANT WARS
XENA

FUTURE

CONKER'S BAD FUR DAY
DINOSAUR PLANET
EARTHBOUND 64
PAPER MARIO
RIQA
CRUSADERS OF MIGHT & MAGIC
LUFIA: THE BEGINNING OF A LEGEND
METAL WALKER
POCKET SOCCER
TONIC TROUBLE
ZELDA: TRIFORCE SERIES (3 TITLES)

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 136, September 2000

The World Is Not Enough 007

Make arrangements for a tuxedo fitting, because you're about to step back into agent 007's shoes. Electronic Arts has taken over the Bond license in the hotly anticipated first-person shooter, but you'll feel right at home in The World Is Not Enough's objective-based missions. Report to M for a full briefing in our September issue.



Pokémon Puzzle League



Even the most dedicated Pokémon Trainers know there's more to life than battle. Take a sneak peek at the hot new puzzle game that has Ash and company glued to their N64s.

Army Men: Sarge's Heroes 2



There is no peace in sight for 3DO's plastic warriors. We'll pass you the field glasses for an advance look at the green war machine bearing down on your N64.

Football Roundup

Don't make a snap decision and run with the first football title to take the field. Let us sort out the X's and O's for you in this season's lineup of gridiron games for the N64.


Madden 2000

N64

1. A Bug's Life
2. All-Star Baseball 2001
3. Armorines: Project S.W.A.R.M.
4. Army Men: Air Combat
5. Army Men: Sarge's Heroes
6. Asteroids Hyper 64
7. Banjo-Kazooie
8. Bassmasters 2000
9. BattleTanx
10. BattleTanx: Global Assault
11. Battlezone 64: Rise of the Black Dogs
12. Beast Wars: Transmetals
13. Beetle Adventure Racing
14. Bio Freaks
15. Blast Corps
16. Blues Brothers 2000
17. Body Harvest
18. Bomberman Hero
19. Bomberman 64: The Second Attack!
20. Brunswick Circuit Pro Bowling
21. Buck Bumble
22. Bust-A-Move '99
23. California Speed
24. Carmageddon 64
25. Castlevania
26. Castlevania: Legacy of Darkness
27. Chameleon Twist 2
28. Charlie's Blast Territory
29. Chopper Attack
30. Command & Conquer
31. Cruis'n USA
32. Cruis'n World
33. CyberTiger
34. Dethkarz
35. Destruction Derby 64
36. Diddy Kong Racing
37. Disney's Tarzan
38. Donkey Kong 64
39. Duke Nukem 64
40. Duke Nukem: Zero Hour
41. Earthworm Jim 3D
42. ECW Hardcore Revolution
43. Elmo's Letter Adventure
44. Elmo's Number Journey
45. Excitebike 64
46. Extreme-G 2
47. F-1 World Grand Prix
48. F-Zero X
49. FIFA '99
50. Fighters Destiny 2
51. Fighting Force 64
52. 40 Winks
53. Gauntlet Legends
54. Gex 3: Deep Cover Gecko
55. Glover
56. Goemon's Great Adventure
57. GoldenEye 007
58. Harvest Moon 64
59. Hot Wheels Turbo Racing
60. Hybrid Heaven
61. Hydro Thunder
62. Indy Racing 2000
63. In-Fisherman Bass Hunter 64
64. International Superstar Soccer 2000
65. International Track & Field 2000
66. Jeremy McGrath Supercross 2000
67. Jet Force Gemini
68. Kirby 64: The Crystal Shards
69. Killer Instinct Gold
70. Knockout Kings 2000
71. The Legend of Zelda: Ocarina of Time
72. LEGO Racers
73. Lode Runner 3-D
74. Looney Tunes: Duck Dodgers Starring Daffy Duck
75. Madden NFL 2000
76. Magical Tetris Challenge Featuring Mickey
77. Mario Golf
78. Mario Kart 64
79. Mario Party
80. Mario Party 2
81. Micro Machines 64 Turbo
82. Mission: Impossible
83. MLBPA Bottom of the 9th
84. Monaco Grand Prix
85. Monopoly
86. Monster Truck Madness
87. Mortal Kombat 4
88. Mortal Kombat Mythologies: Sub-Zero
89. Mortal Kombat Trilogy
90. Mystical Ninja Starring Goemon
91. NAMCO Museum 64
92. NASCAR 2000
93. NBA Courtside 2 Featuring Kobe Bryant
94. NBA Hang Time
95. NBA In the Zone 2000
96. NBA Jam 2000
97. NBA Live 2000
98. NBA Showtime
99. The New Tetris
100. NFL Blitz 2000
101. NFL Quarterback Club 2000
102. NFL Quarterback Club 2001
103. NHL Blades of Steel '99
104. NHL Breakaway '99
105. NHL 99
106. Nightmare Creatures
107. Nuclear Strike 64
108. Off-road Challenge
109. Paperboy
110. Penny Racers
111. Perfect Dark
112. PGA European Tour
113. PilotWings 64
114. Pokémon Snap
115. Pokémon Stadium
116. Quake II
117. Quest 64
118. Rainbow Six
119. Rally Challenge 2000
120. Rampage 2: Universal Tour
121. Rat Attack
122. Rayman 2: The Great Escape
123. Ready 2 Rumble Boxing
124. Resident Evil 2
125. Re-Volt
126. Ridge Racer 64
127. Road Rash 64
128. Roadsters
129. Rocket: Robot on Wheels
130. Rugrats: Scavenger Hunt
131. Rush 2
132. San Francisco Rush: Extreme Racing
133. Shadow Man
134. Shadowgate 64: Trials of the Four Towers
135. Snowboard Kids 2
136. South Park
137. South Park: Chef's Luv Shack
138. South Park Rally
139. Space Invaders
140. Space Station Silicon Valley
141. Starcraft 64
142. Star Fox 64
143. Star Wars: Episode I: Racer
144. Star Wars: Rogue Squadron
145. Star Wars: Shadows of the Empire
146. Starshot: Space Circus Fever
147. Stunt Racer 64
148. Super Bowling
149. Super Mario 64
150. Super Smash Bros.
151. Supercross 2000
152. Superman
153. 1080° Snowboarding
154. Tonic Trouble
155. Tony Hawk's Pro Skater
156. Top Gear Overdrive
157. Top Gear Rally 2
158. Top Gear Hyper-Bike
159. Toy Story 2
160. Transfer Pak
161. Triple Play 2000
162. Turok: Dinosaur Hunter
163. Turok: Rage Wars
164. Turok 2: Seeds of Evil
165. Twisted Edge Snowboarding
166. Vigilante 8: 2nd Offense
167. V-Rally Edition '99
168. Waialae Country Club: True Golf Classics
169. Wave Race 64
170. WCW Mayhem
171. WCW Nitro
172. WCW/nWo Revenge
173. WCW vs. nWo World Tour
174. Wetrix
175. WinBack: Covert Operations
176. Wipeout 64
177. World Driver Championship
178. World League Soccer 2000
179. Worms Armageddon
180. WWF Attitude
181. WWF War Zone
182. WWF WrestleMania 2000
183. Xena: Warrior Princess: The Talisman of Fate
184. Yoshi's Story

Game Boy

185. All-Star Baseball 2001
186. Animorphs
187. Armorines: Project S.W.A.R.M.
188. Army Men
189. Austin Powers: Oh, Behave!
190. Austin Powers: Welcome to My Underground Lair
191. Asteroids
192. Azure Dreams
193. Battleship
194. Battle Tanx
195. Billy Bob's Huntin' 'n' Fishin'
196. Bionic Commando: Elite Forces
197. Black Bass Lure Fishing
198. Blaster Master
199. Boarder Zone
200. Bomberman Max
201. Bubble Bobble Classic
202. Bugs Bunny: Crazy Castle
203. Bust-a-Move 4
204. Caesar's Palace II
205. Casper
206. Castlevania Legends
207. Caterpillar Construction Zone
208. Catwoman
209. Crystalis
210. Deer Hunter
211. Dinosaur
212. Disney's Beauty and the Beast
213. Disney's Tarzan
214. Donkey Kong Land
215. Donkey Kong Land 2: Diddy's Kong Quest
216. Donkey Kong Land 3
217. Dragon Warrior Monsters
218. Duke Nukem
219. Earthworm Jim: Menace 2 the Galaxy
220. FIFA 2000
221. Final Fantasy Adventure
222. Final Fantasy Legend
223. Final Fantasy Legend II
224. Final Fantasy Legend III
225. Frogger
226. Game & Watch Gallery 3
227. Gex 3: Deep Pocket Gecko
228. Ghosts 'n' Goblins
229. Grand Theft Auto
230. Gobs of Games
231. Gold & Glory: The Road to El Dorado
232. Harvest Moon GB
233. Hello Kitty's Cube Frenzy
234. Heroes of Might & Magic
235. James Bond 007
236. Ken Griffey Jr. Presents MLB
237. Kirby's Dream Land 2
238. Klax
239. Knockout Kings
240. Legend of the River King
241. Legend of the Sea King
242. The Legend of Zelda: Link's Awakening DX
243. Lil' Monster
244. Looney Tunes Collector: Alert!
245. Madden NFL 2000
246. Magical Tetris Challenge
247. Mario Golf
248. Mega Man V
249. Metal Gear Solid
250. Metroid II: The Return of Samus
251. Mickey's Racing Adventure
252. Micro Machines 1 & 2: Twin Turbo
253. Microsoft Puzzle Collection
254. Mission: Impossible
255. Monster Rancher Battle Card GB
256. Mortal Kombat 4
257. Motocross Maniacs 2
258. Ms. Pac-Man Special Color Edition
259. NBA 3-on-3 Featuring Kobe Bryant
260. NBA Showtime
261. NFL Blitz 2000
262. NHL Blades of Steel 2000
263. Oddworld Adventures 2
264. Pac-Man Special Color Edition
265. Pokémon
266. Pokémon Pinball
267. Pokémon Trading Card Game
268. Pong: The Next Level
269. Prince of Persia
270. Puchi Carat
271. Rampage 2: Universal Tour
272. Rayman
273. Ready 2 Rumble Boxing
274. Roadsters Trophy
275. Ronaldo V-Soccer
276. R-Type DX
277. Shadowgate Classic
278. Smurfs' Nightmare
279. Space Invaders
280. Star Wars: Episode I: Racer
281. Super Mario Bros. Deluxe
282. Super Mario Land
283. Super Mario Land 2: 6 Golden Coins
284. Supershot Golf Robot
285. Survival Kids
286. Tetris Attack
287. Tetris DX
288. Tiger Woods PGA 2000
289. Titus the Fox
290. Tomb Raider
291. Trouballs
292. Toonsylvania
293. Top Gear Pocket 2
294. Towers: Lord Baniff's Deceit
295. Toy Story 2
296. Turok: Rage Wars
297. Uno
298. Vigilante 8
299. VR Sports Powerboat Racing
300. Wacky Races
301. Wario Land: Super Mario Land 3
302. Wario Land 2
303. Warlocked
304. Wario Land 3
305. Winnie the Pooh
306. Wings of Fury
307. Worms Armageddon
308. WWF Attitude
309. WWF WrestleMania 2000
310. X-MEN: Mutant Academy
311. Yars' Revenge
312. Yoda Stories

Upcoming Games

313. Aidyn Chronicles: The First Mage (N64)
314. Alice in Wonderland (Game Boy)
315. Army Men 2 (Game Boy)
316. Army Men: Sarge's Heroes 2 (N64)
317. Banjo-Tooie (N64)
318. Batman Beyond (N64)
319. Big Mountain 2000 (N64)
320. Conker's Bad Fur Day (N64)
321. Cruis'n Exotica (N64)
322. Dinosaur Planet (N64)
323. Disney's Donald Duck (N64)
324. Dolphin
325. Donkey Kong Country (Game Boy)
326. Dragon Warrior I&II (Game Boy)
327. EarthBound 64 (N64)
328. Eternal Darkness (N64)
329. F-1 Racing Championship (N64)
330. Game Boy Advance
331. Harvest Moon 2 (Game Boy)
332. Hercules: The Legendary Journeys (N64)
333. Hey You, Pikachu! (N64)
334. Hoyle Casino (Game Boy)
335. Legend of the River King 2 (Game Boy)
336. The Legend of Zelda: Oracle Series (Game Boy)
337. The Legend of Zelda: Majora's Mask (N64)
338. LEGO Action Team (Game Boy)
339. LEGO Island (Game Boy)
340. LEGO Racers (Game Boy)
341. Lufia: Ruins Chaser (Game Boy)
342. Madden 2001 (N64)
343. Mega Man 64 (N64)
344. Mia Hamm Soccer 64 (N64)
345. Mickey's Speedway USA (N64)
346. Mini Racers (N64)
347. The New Adventures of Batman (N64)
348. Ogre Battle 64: Person of Lordly Caliber (N64)
349. Perfect Dark (Game Boy)
350. Pokémon Puzzle League (Game Boy)
351. Pokémon Puzzle League (N64)
352. Pokémon Gold (Game Boy)
353. Pokémon Silver (Game Boy)
354. Polaris SnoCross (N64)
355. Power Rangers Lightspeed Rescue (N64)
356. Powerpuff Girls (Game Boy)
357. Return of the Ninja (Game Boy)
358. Riqa (N64)
359. Roswell Conspiracies (N64)
360. Rugrats in Paris: The Movie (N64)
361. Rush 2049 (N64)
362. Scooby-Doo! (N64)
363. Sea-Doo Hydrocross (N64)
364. Spider-Man (N64)
365. Spider-Man (Game Boy)
366. Sydney 2000 (N64)
367. Taz Express (N64)
368. Turok 3: Shadow of Oblivion (N64)
369. Tweety's High Flyin' Adventure (Game Boy)
370. Winnie the Pooh (N64)
371. X-Men: Mutant Academy (N64)

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Volume 134 (July '00): Kirby 64:The Crystal Shards, International Superstar Soccer 2000, Super Bowling, Warlocked (GB), Crystalis (GB), Heroes of Might & Magic (GB), Banjo-Tooie Preview, The World Is Not Enough Preview, The Legend of Zelda: Majora's Mask Preview, Mega Man 64 Preview, E3 2000 Report–Part 3.

Volume 133 (June '00): Army Men: Air Combat, Looney Tunes: Duck Dodgers Staring Daffy Duck, Indy Racing 2000, Wario Land 3 (GB), Dinosaur (GB), Gold & Glory: The Road to El Dorado (GB), Turok 3: Shadow of Oblivion Preview, Power Online, Aidyn Chronicles: The First Mage Preview, E3 2000 Report–Part 2, Warlocked Preview.

Volume 132 (May '00): Excitebike 64, Perfect Dark Multiplayer Strategy, Bomberman 64: The Second Attack!, Beast Wars: Transmetals, Looney Tunes Collector: Alert! (GB), Bomberman Max: Blue Champion/Red Challenger (GB), Metal Gear Solid (GB), Tomb Raider (GB), Hercules Preview, E3 Preview and Predictions, Looney Tunes: Duck Dodgers Staring Daffy Duck Preview, 1999 Nintendo Power Awards Winners.

Volume 131 (Apr. '00): Tony Hawk's Pro Skater, Perfect Dark, Battlezone: Rise of the Black Dogs, ECW: Hardcore Revolution, All-Star Baseball 2001, Daikatana, International Track & Field, Top Gear Hyper-Bike, Rainbow Six (GB), Pokémon Trading Card Game (GB), Excitebike 64 Preview, Army Men: Air Combat Preview, Kirby 64 Preview, Goomba Gazette.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB).

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure (GB), *Star Wars:* Episode I: Racer (GB), Ghosts 'n' Goblins (GB).

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Rocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

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